NUMBER 23 $1.50

THE SPACE GAMER

for creative adventures

in this issue

STICKS & STONES Expansion
ICE OGRE
Multi-player AIR-EATERS

REM 79

THE SPACE GAMER

MAY-JUNE, No. 23, 1979

IN THIS ISSUE

5 *INVASION OF THE AIR EATERS * Keith Gross*
Designer's intro & Multi-player scenario

10 *ICE OGRE * Timothy C. & Lynn Wiedel*
Ogre meets Ice War

13 *PRIMAL MAN, PRIMAL WAR * Glenn L. Williams*
A Sticks & Stones Expansion

19 *SOLDIER IN THE SKY * Allen Varney*
A short story

21 *STARFIGHTER * Tony Watson*
A review

22 *KNOW THYSELF * Brian McCue*
A personal evaluation system for ITL

23 *GUNSHIP 2000 * Nevin J. Templin*
Miniature review

23 *ATTRIBUTES OF THE DERYNI * Neill E. Frizzell*
More on the Deryni

23 *QUAZAR * W. G. Armintrout*
A review

26 *VIKINGS IN MELEE * Ronald Pehr*
Fitting Norsemen into TFT

27 *THE VALDE * Ronald Pehr*
More Characters for TFT

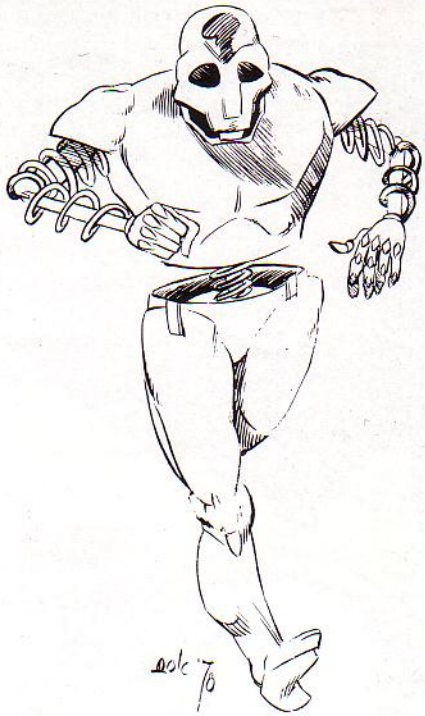
28 *THE HARVEST * J. S. Robison*
A short, short story

DEPARTMENTS

WHERE WE'RE GOING 3
NEWS & PLUGS 13
LETTERS 30

ART IN THIS ISSUE

Robert Manns ..... 12, 21, 28, cover
Mitch O'Connell 2, 22, 23, 25
Doug Potter 5, 6, 7, 9
Paul Jaquays 13, 17
Brian Wagner 18
Larry Beasley 20
Eric Hotz 26
Dianne Galanti 27
Ken Mitchroney 30



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Where We're Going

A PROBLEM OF QUALITY

Gamer's have their gripes about game publishers. As consumers you want what you want as you want it. It's your money to spend, so that's your right. You'll always want more and better for less money. I want the same when I buy something too.

But, as a game publisher, I've got a gripe about gamers. While gamers generally are a griping lot, they are just as generally not very discriminating when it comes to buying. There are well designed games on the market. There are also a lot of so-so and turkey games out looking for your dollars. It gripes me to see mediocre and poor games sell well and rate high on feedback results. My gripe is that many gamers show little awareness of what makes a good game.

I know gamers who will buy anything, no matter how bad, that is fantasy role playing. They love fantasy role playing and try to use the junk with the good. They buy shoddy rules, endless lists of dumb monsters and any other trivial crud. There are WWII armor battle buffs, Napoleonic buffs, and others who do the same. They buy anything even close to their favorite type of game.

Such undiscriminating purchases encourage shoddy products. What incentive is there to do carefully crafted game systems if garbage sells almost as well as masterpieces?

As a compulsive perfectionist, I'd like to publish nothing but quality designs. I'd like to have a big selection of fun, playable, balanced games covering a lot of interest areas. But, it takes time and money to do it right. A good game can't be slapped together and dumped on the market. A sloppy rush in design makes a sloppy game in play.

It takes little time to examine a game before you buy it. There is no excuse for buying games just because they happen to be of the general type you like. Most gamers buy more games then they can ever play anyway. Taking some extra time to buy for quality gets you more for your money. Why not buy a game as carefully as you buy anything else?

Maybe that is the problem. Modern consumer America buys everything carelessly. Maybe a game is such a trivial purchase that getting only one good game in three is acceptable to most gamers.

Yet, most gamers wouldn't buy a $30.00 game! If you'd buy three $10.00 games and accept that only one might be good and playable, why not buy one good $30.00 game? Well, the answer is that you don't know it's good before you buy it. Game ratings aren't too much help either.

The only way to intelligently buy a game is to open it up and read as much of the rules as you can before you buy. The packaging, art, and components are only window dressing. A crummy game can look perfectly beautiful, and vice versa. The rules are the measure of the game. If the rules read well in the store, if you don't read many flaky terms and can find answers to questions, then the game is likely to hold up in play. If the rules are confused, then the designers were confused, and you'll be too.

Be more picky, that's my gripe. Ask hard questions about the rules and see if you can dig up the answer in the store before you've spent money. The answer isn't with sales people either. The answer is in the rules where you'll have to find it later on your own.

If you get picky enough, publishers will soon notice the junk has stopped selling. Then, they'll either learn to put out good games or go out of business.

A CASE IN POINT

Some in the industry occasionally make unflattering remarks about Metagaming not being able to produce big games. The MicroGames are portrayed as not serious efforts for serious gamers. The more I look at what others are publishing as $10.00+ boxed games, the more unfair such characterizations seem.

The $2.95 MicroGame is an expensive, well-designed $10.00 game in a $2.95 package. MicroGames often offer more fun and better design than the $10.00 boxed games which, theoretically, shouldn't compete with MicroGames. A game like INVASION OF THE AIR EATERS or BLACK HOLE is comparable in every way to the average $10.00 boxed game, except for cost of components.

When you compare a MicroGame with the expensive game, you first see the price difference. Second, the "quality" of the components differ. I believe the quality of design is in favor of the MicroGame. When you are forced to make everything fit a small package you tend to get rid of frills and get to the meat of the game. We've become expert in cramming a lot into small, cheap packages.

Our philosophy now is to put games that can fit into the Micro package into MicroGame format. A game like STELLAR CONQUEST, GODSFIRE, or THE FANTASY TRIP: In The Labyrinth have to go into larger formats because of the nature of the game. At some future date we may publish "tournament" editions of the more popular MicroGames in boxed format with more durable components. The "cheap" Micro and "expensive" boxed versions will both be marketed actively so the gamer can choose what he wants. The avid OGRE buff will have the opportunity to buy a durable or inexpensive version of the game.

So, don't be fooled by those who put down MicroGames. Compare design quality for yourself and realize that an inexpensive game will have inexpensive components. Compared on this basis, you may be in for a surprise.

SPACE CAPSULES

The first direct competition for the MicroGames is out in the form of Simulation Publication Incorporated's Space Capsules. They are similar to the Micros except for a 5½ x 8½ dimension and a $3.95 price. Counters are full die-cut and SPI standard thickness. The rules length average a bit less than a Micro. They follow the usual SPI pattern of having charts on separate sheets.

I've examined The Creature That Ate Sheboygan and Vector 3. The design quality seems to be about SPI average, though you should make up your own mind. SPI apparently also plans to come out with historical capsules in the form of reformatted folio games.

Howard Barasch, formerly with SPI, told an acquaintance in January that the Space Capsules would put Metagaming out of business. Since Howie was two weeks away from starting with Heritage Models in Dallas, he can be forgiven exaggeration. Brent Nosworthy, also formerly with SPI, seemed more concerned with Micro packaging competition. He took home some samples from the St. Louis hobby show.

Competition is good and the MicroGames are sure to attract more imitators. It will make us more eager than ever to publish fun, quality designs. No one is going to put anybody out of business, either. In wargaming, you go out on your own goofs, not from competition.

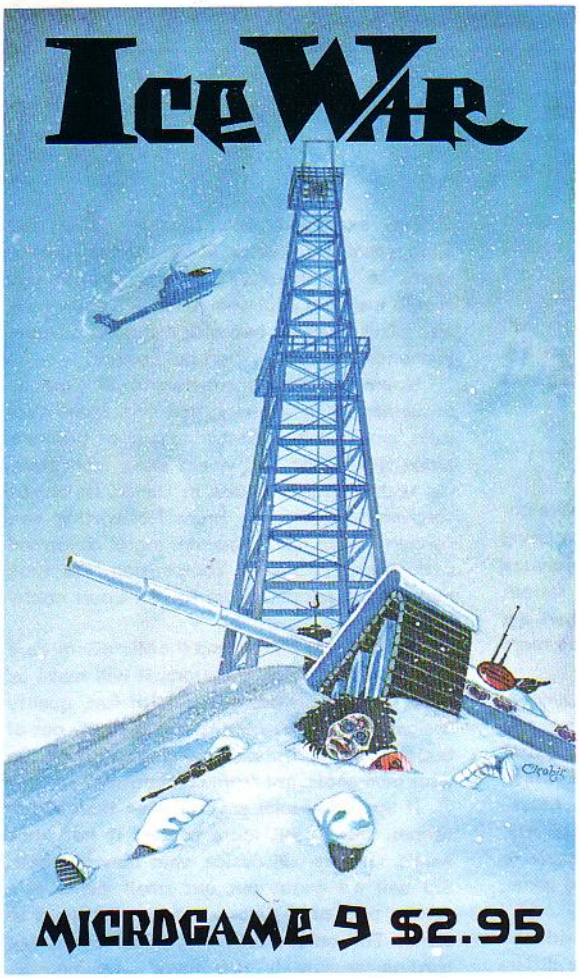
If Space Capsules are more fun than MicroGames, they'll sell more copies. If not, they won't. Gamers will decide what they like best. SPI will no doubt put out small games as a regular part of their product line for years to come. The only worry they'll have, and one hard to measure, is how many big game sales they'll lose because of their own cheap competition.

BOXES . . . . . BOXES

As this is written, another supplier for boxes and counters has been located and a new order placed for STELLAR CONQUEST and GODSFIRE. If this works out, THE FANTASY TRIP: In The Labyrinth will not be hurt at all. If we get another botch job, who knows? Yes, Steve Jackson is still slogging away at TFT:ITL. I sent a double-spaced draft off to someone yesterday and was amazed to see that it was a stack of paper over three inches thick. That was only a fourth, or was it fifth . . . , draft copy, too.

TFT:ITL is going to be good, yeah, I know you're tired of hearing it. It won't be a perfect game, nothing is. But, it will be a step ahead of everything else. You may not give up your other fantasy gaming for TFT; but, you owe it to yourself to see what you're missing. And please, read the rules before you buy it, as per my previous gripe. I know it will hold up. Maybe I'm so tired of people asking about TFT:ITL I just want to rub noses in how good it is.

. . . Howard Thompson



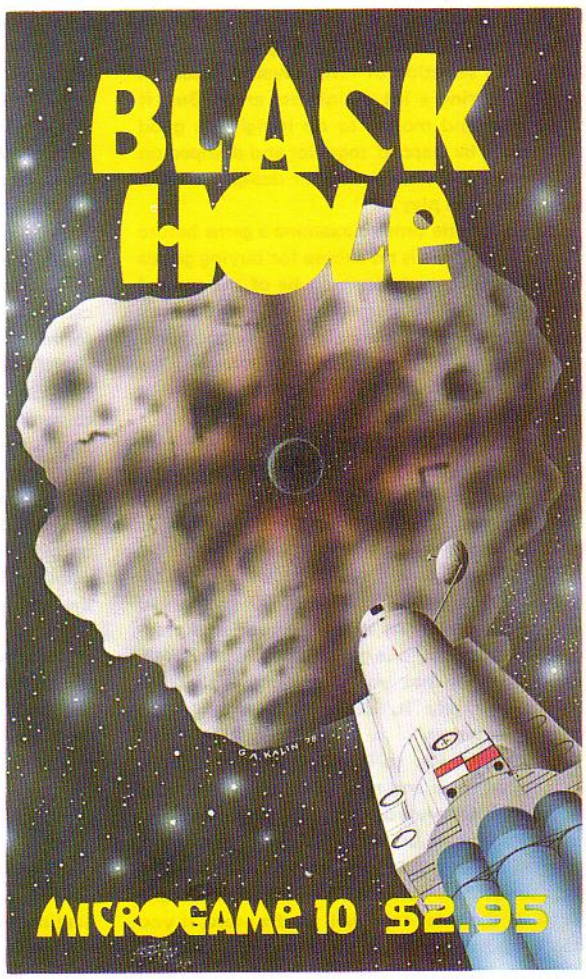
A Chilling Threat.....

ICE WAR is the ninth of the popular Microgames. Like other Microgames ICE WAR is easy to learn, fast playing and fun. ICE WAR is typical of classical military raids. Players rely on speed, confusion and hidden movement for success. The action is so fast and enjoyable you'll want to play again and again. It's the ideal game for novices or some lunch break fun.

ICE WAR simulates the Eurasian Socialist Alliance's trans-polar raid of 2007. The Third World War is deadlocked and the ESA is trying for a knockout of the last western oil at Prudhoe Bay.

The U.S.A. player must locate the ESA strike force, protect the oil field and hold on until reinforced. The ESA player must strike quickly with a special force of sled vehicles, hovercraft, infantry and other units. U.S.A. satellite dominance plays a crucial role in victory.

Components include 24 page rules booklet, 135 unit counters and an 8¼" by 14" map of the Prudhoe area. ICE WAR is $2.95 at your hobby shop or from Metagaming. *Subscribers to The Space Gamer may order direct for $2.50.*



The Strangest Artifact ever.....

BLACK HOLE is a unique game of speed, action and confusion. The strangest alien artifact ever has entered the solar system. A lone deep space miner has discovered an asteriod shaped like a donut with a black hole in the center. There is an immediate rush by the mining cartels to capture what may be man's key to the stars.

BLACK HOLE plays fast. Space combat units land on the asteroid with laser and projectile weapons. But, in the low gravity of a small body all projectiles go into orbit. Your own missile can whiz around and hit you in the back! Units trying to jump across the donut can end in a blaze of x-rays if they miss and hit the black hole.

Game components include an 8¼" by 21" map of Dunkin, a 24 page rules booklet and 135 play counters. BLACK HOLE is available for $2.95 from your hobby shop or direct from Metagaming. *Subscribers to The Space Gamer may order direct for $2.50.*

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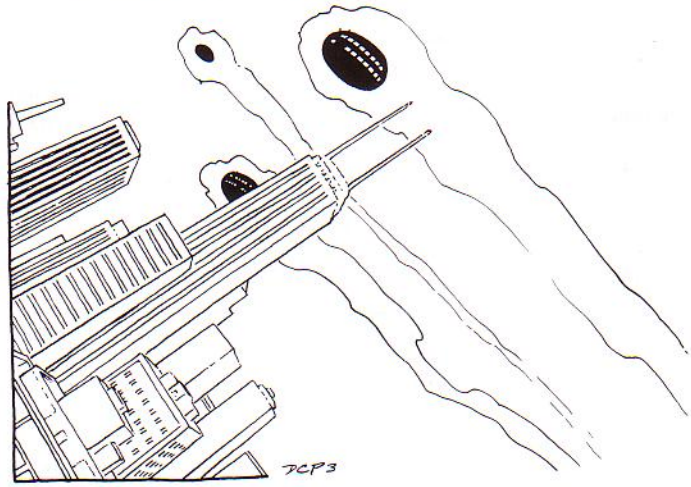
INVASION of the AIR-EATERS



DESIGNER'S INTRODUCTION & MULTI-PLAYER SCENARIO

by

Keith Gross

One of the oldest and most popular areas in SF literature and movies has been totally ignored in SF gaming. To my knowledge, nobody has ever done a wargame about an alien invasion of Earth. INVASION OF THE AIR EATERS is an attempt to fill this gap.

The first problem to be solved is determination of the Aliens' goal and their method of reaching this goal. Simple extermination of the human race, as a goal in itself, would not work very well. In the first place, any race capable of reaching the Earth from another star system would probably be capable of destroying the Earth from space. This would make a very short, dull game. If the Aliens did try to exterminate the human race on the ground, they would require vast numbers of weapons. Even leveling off the world's present population growth by killing people a few at a time with "heat rays" or something similar would be a prodigious undertaking. A goal of conquering the human race for use as slaves is even less likely. An Alien bureaucracy capable of governing two and a half billion terrans is almost inconceiveable. The food-gathering motive also has a problem. Aliens that would want humans (but not beef cattle, which they could get through trade) are unlikely, because it would require the aliens to have a biochemistry and metabolism identical to Terran animal life.

The Aliens in INVASION OF THE AIR EATERS want the planet itself, and have no interest at all in the people on it. Their goal is to convert Earth's atmosphere into sulfur dioxide, which they breathe. To protect the atmospheric converter units from the Terrans, the Aliens have crawlers armed with disintegrator beams. Alien bases can teleport things to other bases, and also produce new units from transporter-beam holograms. Landers transport units down from the Mothership, which is in orbit around the Earth. All of the Alien units, except the landers, have force fields, which the Terran armies and submarines have only a small chance of penetrating.

The background for most of the game isn't too original. The Aliens and their equipment are like those in much early science fiction. The transporter beams are borrowed from STAR TREK, though, like Larry Niven's teleporters, they need both transmitters and receivers. The optional rules for the landing of the Mothership were inspired by CLOSE ENCOUNTERS of the THIRD KIND.

However, the game is somewhat of a departure from previous wargames. AIR EATERS is a grand-strategic level MicroGame. This is an opposite of tactical-level monster games, such as TERRIBLE SWIFT SWORD or HIGHWAY to the REICH. Large grand-tactical games have room for nuts-and-bolts details such as ammunition type, capabilities of individual officers down to colonels, and elaborate morale rules. A small game on a very large scale must leave out a great deal. To keep the game manageable, only things which matter on a global scale can be included.

The map hexes are 2000 km across near the equator. However, the map is an equatorial projection, which means a much smaller scale near the poles. This works out well, since movement would be slower in polar regions. Each Industrial Unit on the map is based on 100 billion GNP. If several countries are in the same hex, their GNPs are added together to determine how many IUs go in the hex. Oil units (which are listed in the Advanced Game rules rather than printed on the map) were determined by averaging each nation's percentage of the world's oil production and its percentage of the world's proven oil reserves. Slight modifications are made to allow for the fact that the game starts in 1983. No land terrain is included, because very few geographic features would affect movement on this scale. The Andes and Himalayas should block land movement, but, because of their locations, their effect on the game would be negligable. Even the Black Sea has no effect on land movement: it's there, but is doesn't quite fit into a hexside.

In many wargames, the size of each side's

units reflects the technological level of that side. For example, in PANZERBLITZ German tanks are in platoons and Russian tanks are in companies. This is to simulate superior German fire control and crew training. In SPI's GO-LAN, Israeli forces are organized into battalions and Syrian forces are in brigades. INVASION of the AIR EATERS takes this practice to its extreme: *individual vehicles against armies.*

The armies each represent about 3000 tanks, 300,000 to 800,000 troops, several thousand pieces of artillery, and about 2000 combat aircraft. In determining army set-ups, tanks and artillery are given the most weight, since they would be able to deliver more tons of heavy explosives against relatively stationary targets over a longer period of time that either infantry or airpower. Thus, the Soviet Union has four armies initially, while China has only one. One of the 14 armies in the initial forces is a combination of Egypt's and Israel's armies, and another is the combined Iranian, Iraq, and Syrian armies. This is because none of the individual nations armies are large enough by themselves, and also because these countries are in the same hexes. For similar reasons, Yugoslavia's army is incorporated into the Soviet army in its hex and its production is combined with the Soviet army in its hex and its production is combined with the Soviet Union's. I realize these combinations ignore present political realities.

The Game-Turn sequence is different than most games. Rather a conventional move-fire-move-fire sequence, first, both players move: then both players fire. Movement is generally in order of fastest units last. Thus, fast units can react to the movement of slow units. Transporter-beam movement, the fastest type of all, occurs at both the beginning and end of movement. This allows the Aliens great flexibility of movement. A full understanding of the movement sequence by the Alien player is crucial for an Alien victory.

Because of the vast size of the hexes, stacking is unlimited. Units not only do not exert zones of control, but don't even slow down enemy movement through their own hex. However, because of the small size of the Alien units, only two Terran armies in a hex may attack. Because of limitations of mineral resources (and also for play balance), only one base and atmospheric converter in a hex may function.

The combat system is very simple and does not use combat factors or odds ratios. Aliens always fire first, to simulate the greater range of their weapons.

The space combat CRT will probably bother some gamers, because armed Terran space shuttles have a chance of destroying a starship. However, the Mothership is not a battleship, but rather is built for colonization. Escorts are not battleships, either; they are small craft built on board another ship. However, one can still assume the Alien spaceships have enough protection to keep them from being harmed by ground-based lasers.

The naval system is probably the weakest aspect of the game. The major difficulty is the scale of the map, coupled with the fact that Alien units in hexes containing both land and sea are considered to be on land. Subs cannot attack Alien units in such hexes. This rule, unfortunately, prevents subs from operating in the Mediterranean Sea. The optional rule for submarine transit attacks helps this problem a bit. A second abstraction is that attack subs are grouped together into fleets, even though in 'real life', subs no longer operate in 'wolfpacks'. This is for simplicity, and because such tactics might be more effective against relatively stationary targets. Another simplification is that subs have unlimited movement; they should be limited to 25 hexes or so. Surface fleets are absent from the game because they would have no function. The Aliens have no units on the surface of the sea. Rules allowing fleets to attack units in "coastal" hexes would be unrealistic, because this would allow destroyers to shell the Swiss Alps. Aircraft carriers have negligable firepower compared to the armies in the game. Attacks against underwater targets by surface fleets are possible, but Alien technology to prevent this can also be assumed. Ballistic missiles launched from subs are abstracted as part of the nuclear rules.

A very important feature of the game is Terran Research and Development of new weapons. The Terrans can improve their sub fleets, build laser batteries and later disintegrator batteries, protect their laser and disintegrator batteries with force fields, develop early or advanced types of space units to attack the Mothership, and re-convert their atmosphere. Several systems were tried for research. The present rules incorporate knowledge about Alien technology, research costs, and luck. A basic assumption is that human engineers would be able to imitate technology five centuries in advance of Earth's, in the same way that the Allies and Germans learned from each other's fighter aircraft designs in World War I, or the Germans imitated features of Russian T34 tanks in World War II. This assumption, like many in the game, is open to question, but no evidence can be presented to support or dispute it.

By far the most important Advanced Game rule, in terms of effect on play, is the Nuclear Attacks rule. This allows the Terrans to destroy Alien units at a cost of Industrial Units lost to nuclear fallout. Industrial Units are lost even when attacks are made in polar regions, because these would produce flooding due to melted polar ice. Terran units can be in the same hex as an Alien unit that is undergoing a nuclear attack because the game has large hexes and long turns.

The rule for oil is a more elaborate version of the rule in SPI's WORLD WAR III, one of the few previous games to use a map of the entire world. The oil rules add a few possibilities to the Aliens' strategies, but they also add more to the playing time than any of the other Advanced Game rules.

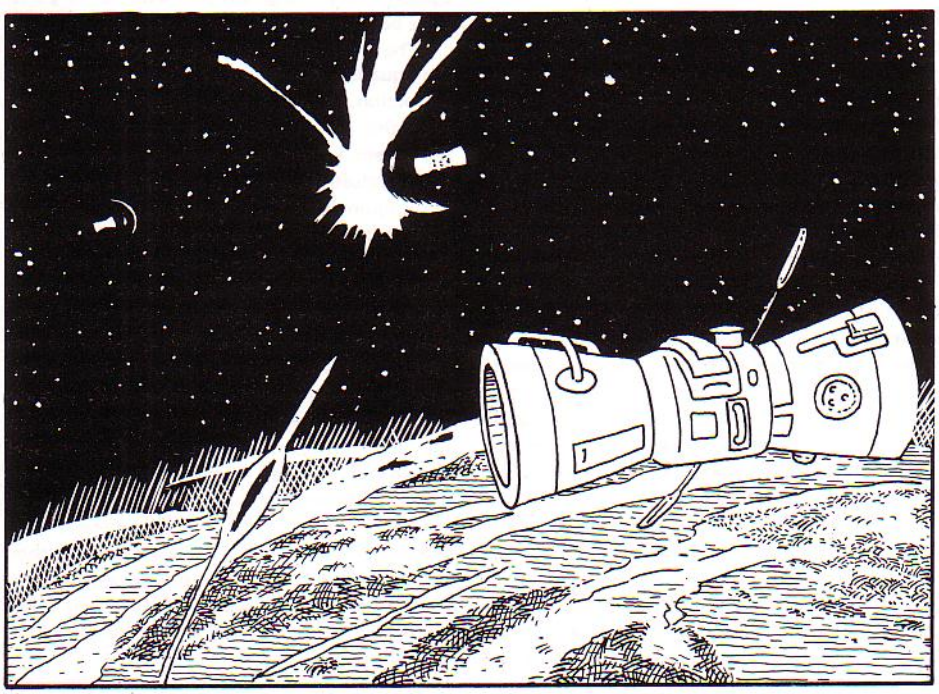
In the Advanced Game, Terran armies cannot be transported directly to the interior of Antarctica, simulating the time needed to produce large amounts of special equipment as well as the lack of transportation in Antarctica. Alien bases produce slower because of lower thermal energy.

The political rules prohibit armies from entering industrialized areas of hostile nations. For reasons of play balance, the rules do not apply to non-industrialized areas. The Aliens can win rather easily by massing their forces in China if only the Chinese army can defend there.

The other Advanced Game rules are self-explanatory.

The Basic Game is very easy to learn because of the simple movement and combat system. (The Game-Turn sequence is a bit tricky, but it is printed on the map to aid play.) Even the Advanced Game of INVASION of the AIR EATERS is simpler that OLYMPICA, ICE WAR, and most wargames by other publishers. However, mastering the strategy and tactics is much more difficult, especially in the Advanced Game.

The Alien player has many decent strategies open to him, but he must have a strategy before he starts the game. Otherwise, he will lose.



The Aliens can land atmospheric converters in Antarctica immediately, hoping to reduce the Atmospheric Index before the Terrans can destroy the ACs. Alternatively, they can land bases in industrialized areas of a single country and then immediately build ACs at each of the bases. Also, the Aliens can do hit-and-run attacks on Terran industry *or* oil (not both) with crawlers transported by landers. Still another approach is to quickly destroy the Terran sub fleets with crawlers, and then deploy lots of underwater bases, hoping to build and stockpile lots of units before the Terrans regain sea superiority. One of the playtesters developed a strategy of crashing the Mothership into Saudi Arabia, while deploying bases underwater (to prevent nuclear attacks). Numerous other possibilities exist.

To a lesser extent, the Terran player must also have a definite strategy. He can research and build space units to go after the Mothership in space. He can develop powerful land forces. He can use his industry to reconvert the air to give his armies time to destroy the Aliens. Alternatively, he can try a 'nuclear holocaust' strategy of destroying the entire first wave of the Alien assault and then rebuilding his industry and building new armies to await the next assault. Like some of the more esoteric chess openings, this strategy gives the initiative to the defender, but tactical mistakes or bad luck can be costly.

Tactical skill is important to the play of the game, especially for the Terrans. A useful trick for the Terrans is to destroy bases first when several Alien units are stacked together. This deprives the Aliens of beaming mobility. Nuclear attacks are sometimes useful for this. The fragile laser and disintegrator batteries should be sent in only against positions that large stacks of crawlers cannot be beamed to.

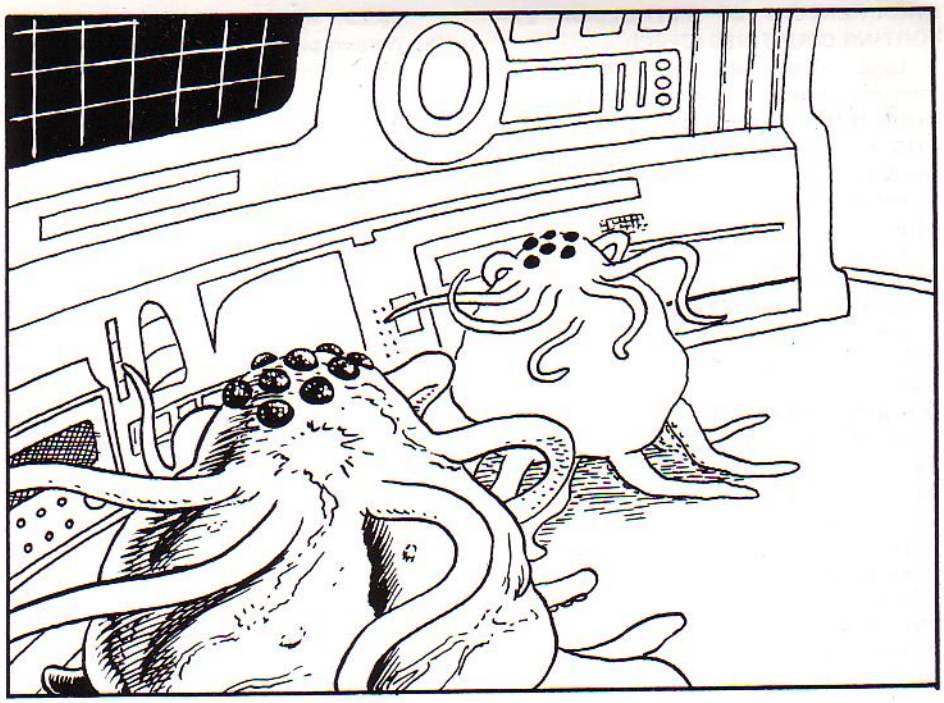
INVASION of the AIR EATERS has undergone numerous changes during the course of development. Early versions had far more coverage of international relations than is now included. The game had three-player scenarios (Western Allies, Soviets, and Aliens), with separate R&D and production for each alliance and rules for combat between Terran units. However, this was too complicated and was dropped entirely. Landers have been greatly simplified. The nuclear attacks are now more abstract than they were originally. Other unit types, including Terran hypersonic interceptors (they moved after landers), and atmospheric reconverter plants were playtested, but found unsatisfactory. The game's name was also changed several times.

I feel the game has enough complexity to make it interesting without being difficult to play. I hope gamers will enjoy it.

Most of the following rules clarifications and changes only become important in the multi-player game. However, they should be used in all versions.

1. The map is unclear in a few places. The Great Lakes (hexsides 1015/1016, 1016/1116, and 1015/1116) and hexside 1722/1823 are impassable for land movement. Hexside 1923/2024 is not impassable.

2. The Persian Gulf (hexside 1613/1714) should be part land and part sea, so land units can move directly from Iraq to Saudi Arabia.



3. The oil rules (18.2) list hex 1916 (Tanzania) as containing 1 OU. This should be hex *0916* (Midwest Canada).

4. The Alien player does *not* have to announce what he will attempt to produce each turn before he starts rolling the die. (Addition to rule 6.1)

5. A fifth Soviet army may be produced even though no counter is provided. Make a counter if necessary. (Clarification of 16.2)

6. Rule 16.0 should be modified slightly to reflect recent developments in the Mideast. The Egypt/Israel army should be considered a Western army for all purposes. However, no Western army may stack with the Iran/Iraq/Syria army.

7. Air forces do not extend across the South Pole. Air forces do not function if the Atmospheric Index is currently at five or less. (Additions to rules 17.3, 22.0, and 24.0)

8. Rule 15.0 contains a reference to rule 19.5. This should be 20.5.

AIR EATERS is currently a two-player game. The Terran player commands the entire resources of the planet. The Basic Game assumes the Earth is firmly united to fight the Alien threat, while the Advanced Game has some political restrictions on armies. The possibility of governments pursuing national interests as well as fighting the Aliens is discounted. However, an interesting game results if nations are allowed to act individually, rather than as part of a worldwide alliance. This also allows more than two players to get involved.

The multi-player game is best with five players: the Aliens, Western Bloc, Soviet Bloc, OPEC, and China. In a three or four player game, China and/or OPEC are minor neutrals. Additional players can be given control of India or South America, although these players will not have much to do, or the Western Bloc can be split up. A World War III game can also be played, with no Aliens involved.

25.0 CHANGES IN COUNTERS AND MAP

25.1 ID NUMBERS. An identification number should be written on the back of each Terran unit other than an army, for keeping track of which player owns that unit.

25.2 CHINESE MILITIA. One counter needs to be added to the game. This is a special army for China (see 35.0). It has a Movement Factor of 1.

25.3 OIL. For purposes of play-balance, the oil hexes are changed slightly. Hex 0615 (Alaska) is reduced from 2 oil Units to 1. California's one OU (hex 1018) is eliminated. Hexes 1711 and 1511 (China and Siberia) are each increased from 1 OU to 2.

26.0 INITIAL CONTROL OF AREAS AND FORCES

Control of armies, sub fleets, Industrial Units, Oil Units, and land hexes is divided among the Terran players as follows:

WESTERN ALLIANCE:

Land: North American mainland (1219 and north), Hawaii, Newfoundland, Great Britian, Ireland, Western Europe and Scandinavia (dotted areas), Greece and Turkey (hex 1513), Egypt and Israel (1614), Japan, Australia, and New Zealand (2514 and 2615).

Industry and Oil: 34 IUs and 6 OUs in these hexes.

Forces: 4 armies (1 US, 2 NATO, 1 Egypt/Israel), 2 sub fleets (1 in hex 1323 and 1 in hex 1316), 25 Nuclear Points.

SOVIET BLOC:

Land: Mainland of Soviet Union and Eastern Europe (non-shaded areas of Eurasia, except Korea), Sakhalin Island (hexes 1607 and 1705), and Indo China (hex 1913).

Industry and Oil: 8 IUs and 8 OUs in these hexes.

Forces: 5 armies (4 Soviet, 1 Eastern European), 2 sub fleets (In hexes 2217 and 1807), 20 Nuclear Points.

ORGANIZATION OF PETROLEUM EXPORTING COUNTRIES (OPEC):

Land: Venezuela (hex 1519), African mainland (except Egypt, hex 1614), Saudi Arabia (1714), Mideast hexes 1613, 1612, and 1713, and Indonesia (hexes 2014, 2013, 2113, and 2213).

Industry and Oil: 0 IU, 29 OUs in these hexes.

Forces: 1 army (Iran/Iraq/Syria).

CHINA:

Land: China (shaded areas).

Industry and Oil: 2 IU, 2 OU in China.

Forces: 1 regular army, 1 militia, 4 Nuclear Points.

MINOR NEUTRALS:

South America: All hexes in Latin America (hex 1319 and south), except Venezuela and Tierra del Fuego (hexes 1519 and 2024); includes 1 Industrial Unit.

India: Hexes 1813 and 1914, 1 army.

Phillipines: Hex 2113.

Korea: Hex 1810.

UNCONTROLLED AREAS:

Antarctica, Tierra del Fuego (2024), Madagascar (2017), Iceland (1011), Greenland, Canadian arctic islands, Spitsbergen (0908), Soviet arctic islands (1107 and 1105).

27.0 TURN SEQUENCE MODIFICATIONS

27.1 TERRAN VS. TERRAN COMBAT PHASE. Following the Terran Fire Phase (attacks on Aliens), the Terran players may attack each othter.

27.2 TRADE PHASE. Following Terran R&D, players may give each other oil reserves, units other than armies, partially-produced units (including armies), Nuclear Points, or knowledge from R&D.

27.3 SPLITTING TERRAN PHASES. All Terran phases except Trade are divided into subphases, one for each player. The Chinese player performs the appropriate action first, then the OPEC player, then the Soviet player, and finally, the Western player.

28.0 MOVEMENT MODIFICATIONS (REPLACES RULE 16.0)

28.1 CONTROL OF HEXES. A hex is friendly to the player who owns the last army to have entered that hex. EXAMPLE: If a NATO army was the last to have occupied Libya, Libya is controlled by the Western player. Hexes which have never been entered by an army are friendly to the side which originally controlled them, if any (see 26.0). Hexes currently occupied by two armies are controlled by the first army to have entered that hex. Enemy hexes are those controlled by other Terran players or minor neutrals. Neither Aliens nor Terran units other than armies affect hex control.

28.2 TRANSPORT RESTRICTIONS.

28.2.1 ENEMY HEXES: No unit may go into or through an enemy hex during the Terran Transport phase without the permission of the player who owns the hex. (Exception: amphibious landings, see 28.5) Also, no unit may transport into or through a hex containing an enemy army, sub fleet, or improved sub fleet without permission of all players in that hex. Units may transport into, out of, or through uncontrolled hexes (see 26.0) which are not occupied by subs.

28.2.2 ARMY TRANSPORT LIMITS: The Western player may transport two armies each turn. The Soviet player may transport one army each turn. Either player may lend his army transport capabilities to other players for one turn at a time. The Chinese player has only a rail transport capability for one of his own armies (see 28.6). The OPEC player may not transport his army himself. All players may transport an unlimited number of non-army units.

28.3 REGULAR MOVEMENT RESTRICTIONS. An army may not enter a hex occupied by another player's army without permission. All units may, during regular movement, enter hexes occupied by other types of units or unoccupied hexes, even if they are enemy-controlled (see 28.1). Units other than armies may enter hexes occupied by other players' armies. As in the regular game, Laser and Disintegrator Batteries may not move except by transport.

28.4 CONQUEST OF INDUSTRIAL AND OIL UNITS. Whenever an army enters a hex containing one or more OUs or IUs, the player owning that army gains control of those IUs or OUs, and may use them that turn. This does not happen if the hex is already occupied by another player's army which is allowing the moving army to enter the hex. Whenever conquest occurs, the previous owner of the hex may, if he wishes, attempt to devastate the IUs and OUs. A die is rolled for each IU and each OU. If a 1-3 is rolled, it is devastated. This may be done only at the time of the conquest. Only armies may conquer IUs and OUs.

28.5 AMPHIBIOUS LANDINGS. Once each Terran Transport phase, a US army (not a non-US Western army) may be transported to an enemy-controlled coastal hex. This counts as one of the two Western army transports for that turn. The assaulting army may not go through enemy hexes (see 28.1) without permission, although it may end its movement in one. The army does not have to start its movement in a coastal hex, but it must end on one. It may not move during the regular Terran Movement phase that turn, although it may attack that turn. The assaulting army *may not go into or through hexes containing an enemy army or submarines* without permission.

28.6 CHINESE RAIL TRANSPORT. During each Terran Transport phase, the Chinese player may move either his regular army or his militia through an unlimited number of land hexes, but not through any all-sea hexsides. Regular transport restrictions (see 28.2.1) apply.

29.0 TERRAN VS. TERRAN COMBAT

29.1 GENERAL. Terran units may attack other Terran units in their hex during the Terran vs. Terran Combat Phase. These units may have already attacked Aliens that turn. If the defender does not retreat before combat (see 29.2), the attack is resolved in the normal manner. Attacks are voluntary; different players may have units in the same hex without having combat.

29.2 RETREAT BEFORE COMBAT. Terran units may retreat after a Terran player has announced an attack against them, but only before the die has been rolled. Units may not retreat to hexes which are enemy-controlled (unless they have the owner's permission), nor may they retreat to hexes which are occupied by enemy Terran or Alien units of any type in them (again, unless they have permission). Space Attack Forces may retreat to any hex on the board, within these restrictions, or to the In Orbit box. Submarines may retreat to adjacent sea or part-sea hexes, as long as the intervening hexside is at least part sea. Other units (armies, laser and disintegrator batteries and tanks, and corvettes) may retreat to adjacent land or part-land hexes, as long as the intervening hexside is at least part land. Corvettes may also retreat to the In Orbit box. Units which cannot retreat must stay and fight. If the defender retreats, the attacker may not attempt another attack that turn.

29.3 ORDER OF COMBAT. Combat is *not* simultaneous; only units which survive the attacks of earlier players (see 27.0) may attack.

29.4 DEVASTATION OF IUs AND OUs. Terran units may fire at their own or enemy IUs or OUs in their hexes rather than enemy Terran units. They do this in the same manner as Alien crawlers do.

30.0 NATIONAL PRODUCTION AND RESEARCH

30.1 PRODUCTION. Each player must do his own production, using only the IUs in hexes which he controls. Units may not be produced unless *that player* has accomplished any necessary R&D (Exception: Traded R&D, see 30.3). IUs may not be traded, nor may they be lent.

30.2 R&D. Each player does his own R&D. An R&D project may not be undertaken unless that player has fulfilled the prerequisites (if any). The Western player must allocate ten of his own IUs for each project which he is researching. The Soviet player only needs to allocate eight IUs per project, but they must be Soviet-controlled IUs. The Chinese and OPEC players may not do R&D. Die roll modifiers only apply if the conditions were fulfilled by the player doing the R&D.

30.3 TRADE. After each R&D phase, Terran players may give each other oil reserves, nuclear points, or partially-produced units of any type by noting this on paper. Players may also transfer ownership of any units already on the map *except armies.* The units are not moved at this time. Also, a player may give any or all of the other players the results of a successful R&D project, allowing them to produce units of this type and allowing them to do R&D which uses that R&D as a prerequisite. No Terran player may trade with the Alien player or vice versa.

31.0 MINOR NEUTRALS

31.0 DEFINITION. Any nations or alliances (see 26.0) not being run by players are considered minor neutrals. If OPEC is a minor neutral, each hex which it controls is considered a separate minor neutral. Also, the oil rules (18.0) are not used. China has no Nuclear Points (see 32.0) if it is a minor neutral.

31.2 TRANSPORT AND MOVEMENT INTO MINOR NEUTRALS. Hexes in minor neutrals are considered enemy hexes for all players, and transport into them is not allowed. However, if an Alien unit is in any hex of that minor neutral, permission is automatically given for any player to transport to any hex of that minor neutral. Players may enter minor neutral hexes through regular movement, within the restrictions of 28.3.

31.3 IUs AND OUs. Industrial and Oil Units controlled by minor neutrals do nothing.

31.4 ARMIES. Minor neutral armies cannot move or attack until an Alien or foreign Terran unit enters the country. When this happens, each Terran player who does not have a unit in the country rolls a die. The player with high roll gets control of the neutral army or armies. He does not get control of any hexes. That player may move the army and may attack with it as he sees fit. However, minor neutral armies may never leave their home countries.

32.0 NUCLEAR ATTACKS (REPLACES RULE 20.0)

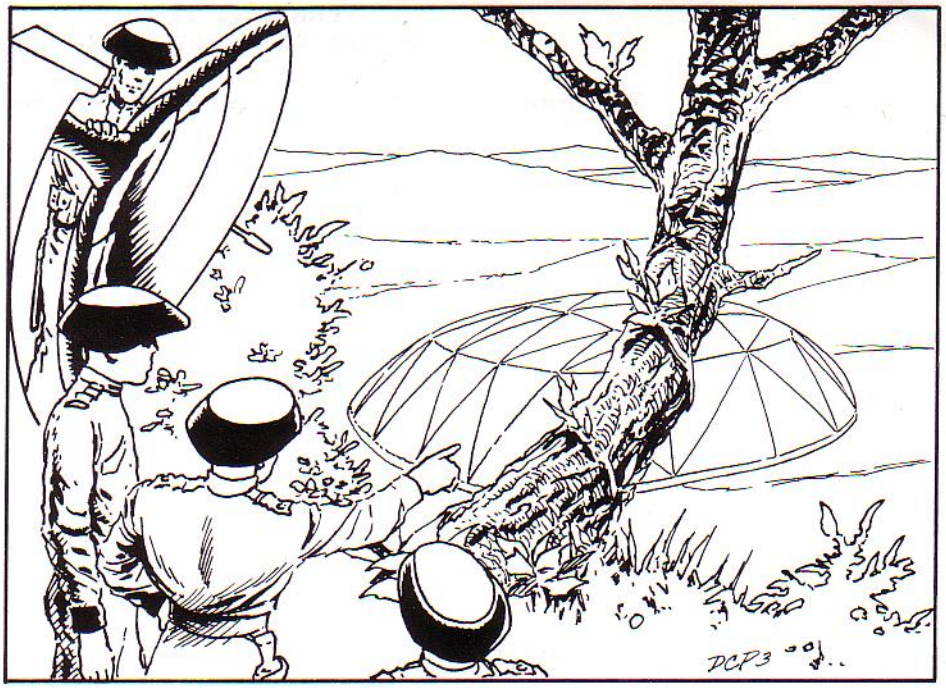
32.1 NUCLEAR POINTS. Each player starts the game with a certain number of nuclear points (NPs). New NPs may be produced at the rate of 1 NP for every 2 IUs allocated. NPs are expended whenever a nuclear attack is made. The number of NPs expended depends on the target unit type (see Nuclear Attack Table).

32.2 LAUNCHING NUCLEAR ATTACKS. At any point during his portion of the Terran Fire phase or the Terran vs. Terran Combat Phase, each player may announce nuclear attacks against enemy Terran or Alien units or enemy IUs or OUs. The target unit must be in a land or part-land hex anywhere on the board. It may be in the same hex as a friendly unit, but does not have to be. It may have been attacked during the current game-turn. Only one unit may be the target of each nuclear attack, but more than one attack may be launched against a single unit. If the first nuclear attack against a unit fails, more attacks may be launched that turn. See the Nuclear Attack Table to determine how many nuclear points are expended for a nuclear attack.

32.3 EFFECT ON TARGET. A nuclear attack destroys the target unit on a die roll of 1-3. Destruction of Aliens by a nuclear attack may not be used as prerequisites or die roll modifiers for R&D.

32.4 NUCLEAR FALLOUT. Every time a nuclear attack is made, one IU is immediately devastated *for each nuclear point* used in the attack. These are in addition to the IU devastated by the attack itself, if the target was an IU. The IUs devastated by the fallout will be as close as possible to the target hex (see 20.3 in regular rules).

32.5 INTERCEPTION OF NUCLEAR ATTACKS. Laser Batteries and Corvettes can prevent nuclear attacks, such that the NPs are expended, but the target is not destroyed and no fallout occurs. Three or more laser batteries in a hex can destroy one attack on their hex on a die roll of 1-3. Each Corvette in the In Orbit box can automatically destroy one attack anywhere on the board each turn.



33.0 REPAIR OF OIL WELLS

Devastated OUs may be repaired in the same manner as devastated IUs. Ten IUs must be allocated to repair each devastated OU.

34.0 CHINESE MILITIA

The Chinese militia functions exactly like a regular army with respect to other Terran units and hex control. However, it may never attack an Alien unit. It does not have an Air Force to attack Alien landers with. It may leave China, unless China is a minor neutral.

35.0 VICTORY CONDITIONS (REPLACES RULE 15.0)

35.1 GAME END. The game can end in one of two ways. 1) The Atmospheric Index reaches zero. 2) (Alien Inactivity) Two consecutive Game-Turns pass without a decrease in the Atmospheric Index, production of an Alien unit, destruction of a Terran unit, or devastation of an IU or OU. Devastation of an IU or OU or destruction of a Terran unit by another Terran unit will keep the game from ending.

35.2 ALIEN VS. TERRAN VICTORY. The Alien player tries to get as high a level of victory as possible. Each Terran player is trying both for Terra to get as high a level of victory as possible, and to get more victory points for himself than the other Terran players (see 35.3). Alien vs. Terran victory is determined by how the game ends, whether or not the Mothership has been destroyed, and how many nuclear points were expended by the Terrans.

Alien Decisive Victory: Game ends by AI being reduced to zero, and the Mothership was not destroyed; nuclear points don't matter.

Alien Substantial Victory: Game ends by Alien Inactivity; the Mothership was not destroyed; 40 or more nuclear points used.

Alien Marginal Victory: AI reduced to zero; MS destroyed; nuclear points don't matter.

Draw: Game ends from Alien Inactivity; MS destroyed; 40 or more nuclear points used.

Terran Marginal Victory: Game ends from Alien Inactivity; MS doesn't matter; 15-39 nuclear points used.

Terran Substantial Victory: Same as above, but 6-14 nuclear points used.

Terran Decisive Victory: As above, but 5 or less nuclear points used.

35.3 TERRAN PLAYER VICTORIES. If and only if some sort of Terran victory is achieved, each Terran player is awarded victory points as follows:

Western Alliance: 1 VP for control of each undevastated IU, 5 VP for control of Egypt/Israel, 2 VP for control of Greece/Turkey (hex 1613), 1 VP if Korea is not Soviet- or Chinese-controlled.

Soviet Bloc: 3 VP for control of each undevastated IU, 1 VP for control of each devastated IU, 1 additional VP for each hex of China under Soviet control, 1 VP for control of Korea, 1 VP for control of Greece/Turkey.

OPEC: 1 VP for control of each OU (devastated or not), 10 VP for control of Egypt/Israel, 1 VP for every other hex of Africa under OPEC control (in addition to VPs for oil there), 5 additional VP for hex 1613, 2 VP for each of hexes 1612 and 1713.

China: ½ VP for each devastated IU in a Western or Soviet hex; 3 VP for control of each of hexes 1710 and 1811, 1 VP for control of each of any other hexes in China, Korea, Indochina (hex 1913), or the Soviet Union.

Also, the following rules of the regular Advanced Game should be used: 17.0 (Antarctica), 19.0 (Repair of Industry), 21.0 (Air Forces), 22.0 (Submarine Transit Attacks), 23.0 (Landing Alien Spaceships), and 24.0 (Poisoned Air). Rule 18.0 (Oil) should be used as well unless OPEC is a minor neutral.

TERRAN VS. TERRAN
COMBAT RESULTS TABLE

The number shown is the die roll needed to destroy the target unit.

Land Combat

Firing Unit	Target Unit: Army	LB,DB	LT,DT	SF,ISF	SAF,CORV	IU,OU
Army	--	1-6	1-3	1	1-6	1-6
LB,LT	--	1-3	1	--	1-3	1
DB,DT	--	1-6	1-3	--	1-6	1-3
SAF	--	1	--	--	1	1
SF,ISF,CORV	--	--	--	1	--	--

Underwater Combat

Firing Unit	Target Unit: SF	ISF
SF	1-3	1
ISF	1-6	1-3

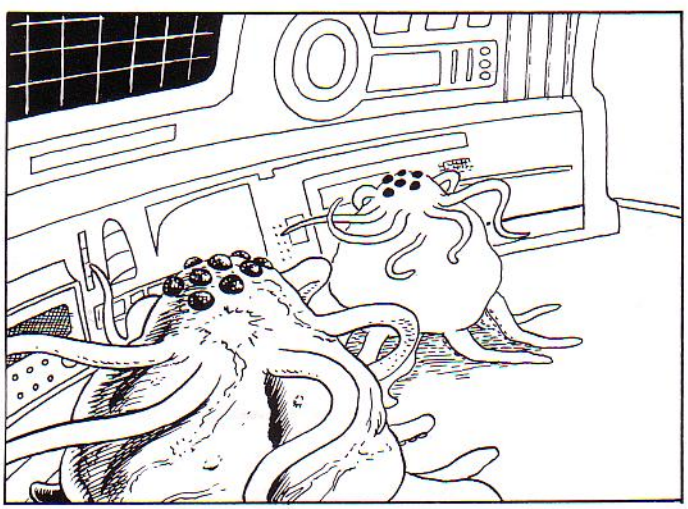
Orbital Combat

Firing Unit	Target Unit: SAF	CORV
SAF	1-3	1
CORV	1-6	1-3

NUCLEAR ATTACK TABLE

Target Unit Type	Nuclear Points Needed
LB, DB, SAF, CORV, IU, OU	1
LT or DT	2
Alien (any type)	3
Army	5
SF or ISF	—

A die roll of 1-3 is needed to destroy the target.



Ice OGRE

by

Timothy C. & Lynn Wiedel

Lieutenant Lawson had just finished talking to Sergeant Ramirez, his loading chief, saying, "Jesus it's cold out here! I'm happy we can swing back and take some F----g R&R." Lawson was in command of Miss Molley, a new U.S. Air Force VERTOL transport craft. Cruising over the endless ice to drop off and pick up observation squads was not exactly glamorous duty, but it could be dangerous. As he was getting ready to talk to Ramirez on the 'com' he glanced to his right. . ."Jesus! Base this is Lawson!" I don't believe it! It's a. . ." But he never finished what he was about to say. A rescue party was sent out, but the alarm was not yet given. When it would be given, it would already be too late.

What had destroyed Lieutenant Lawson, his crew, and his VERTOL? To understand, we have to go back in time -- over a year -- to a secret underground lab somewhere in Siberia. . . As we peek into a large sterile engineering laboratory we can see Doktor Shystakopft addressing his technical assistant, Komrad Zunovbytch. "Da, Komrad, with our new cybernetic battle tank, the Imperialist's oil fields will be destroyed!" As he looked at the test printout he said, "With the new lightweight alloy we can provide our tank with enough armor to protect it from a nuclear near-miss. Now find me some vodka, get my secretary, Nadya, to my private office, and get the hell back to work!"

So the Ice Ogre was born, a cybernetic battle tank with unique offensive capabilities. Its first assignment would be the destruction of the U.S. oilfields in Prudhoe Bay.

To add Ice Ogres to Metagaming's ICE WAR, several modifications and additions to the rules must be made. Although counters are not provided for the Ice Ogres, any counter with a giant tank on it will do.

MARK IIxi		Cost:	3 points
Guns	[4] [2]	Defense:	5 points
Movement	[3] [1]		3 points

MARK IIIxi		Cost:	6 points (missiles extra)
Missile Launchers	[2] [1]	Defense:	3 points
Guns	[6] [3] [1]		4 points
Movements	[3] [2] [1]		2 points

Maximum missile capacity is six, 6-hex missiles, or twelve, 3-hex missiles.

MARK IVxi		Cost:	9 points (missiles extra)
Missile Launchers	[3] [2] [1]	Defense:	2 points
Guns	[8] [4] [2]		3 points
Movements	[3] [2] [1]		3 points

Maximum missile capacity is nine, 6-hex missiles, or six, 6-hex and six, 3-hex missiles.

Rules for Adding Ice Ogres to Ice War

OP 29.0 OGRE UNITS. Three types of Ice Ogres are available: the Mark IIxi (xi stands for arctic operations), and, representing more advanced designs, the Mark IIIxi, and Mark IVxi.

Explanation: Each hit box represents an Ogre operational system at different levels of strength. An entirely intact Mark IIIxi Ogre can launch two missiles per missile launch phase, attack adjacent enemy units with its combat strength of six, and move three hexes. Each Ogre system also has a defense strength which is separately applied to each hit box. The Ogre's current attack strength at each system is reduced as a function of combat. For example, each gun hit box of the Mark IIxi has a defense strength of 5. If the guns were attacked successfully in combat they would still have a defense of five, but the attack strength would now only be two, and the first gun hit box (left to right) would be checked off.

OP 29.1 OGRE MOVEMENT. The Ice Ogre can move in any type of terrain. Like a submarine, it may move underneath the ice. However, its movement is affected by converted ice hexes and enemy zones of control.

MOVEMENT IN CONVERTED ICE HEXES. When an Ogre moves into a converted ice hex it must stop and wait until the next turn if it is going to move from a converted hex to a surface ice, tundra, river, or converted tundra or river hex. However, the Ogre may always move from a converted ice hex to another hex under the surface of the ice. Ogres which begin the movement phase in a converted ice hex may always leave the hex on the surface.

MOVEMENT UNDER THE ICE. Ogres may move normally under the surface of the ice. They may not move from under the surface to above surface hexes (ice, tundra, river, converted tundra or river hexes), except through a conver-

ted ice hex. Ogres moving under the ice may ignore enemy zones of control.

OP 29.2 OGRE COMBAT. Ice Ogres have unique defensive and offensive capabilities. Their defensive strength is especially great. Not even a direct hit by a nuclear missile will destroy the Ice Ogre!

NONMISSILE COMBAT AGAINST OGRES. Unlike other units in ICE WAR, the Ogre cannot be completely eliminated by one attack. Instead, each operational system must be attacked separately at its defensive strength. A successful attack (DE, DX, AX) reduces the system's effectiveness as indicated by the reduced strength in the next hit box. When an attacking Ogre receives an AE result it loses 1 hit box of gunnery attack strength.

EFFECTS OF EXCHANGES. When the Ogre is the attacker and it receives an exchange result in combat (DX or AX), the Ogre loses 1 gunnary hit box and the defender is eliminated. For example, an Ogre Mark IIIxi at full strength (attack strength 6) attacks a U.S. Hovercraft (combat strength 2) at a three-to-one and rolls a 4 on the die (DX result). The Hovercraft is eliminated and the Ogre now has an attack strength of 4.

When the Ogre is defending against an an attack and an exchange result is rolled against it (AX or DX) the Ogre loses 1 hit box on the system being attacked and the attacker loses combat strength points equal to the Ogre's defensive strength for the attacked system. Note that these exchange rules are different than those used for regular unit combat as described in ICE WAR.

MISSILE COMBAT. The Ogre can withstand more than one missile hit before being destroyed. For each missile hit the Ogre must lose one hit box from each system.

Like other vehicles, Ogres have ABM capabilities (1-4 die roll destroys missile) as long as they have at least one operational system.

Missiles can be transferred from Ogres to other units, even if the Ogre's missile launchers are destroyed.

COMBAT UNDER THE ICE. Only missiles may attack Ogres underneath the ice (optional: submarines as described in The Space Gamer no. 20 are treated as missile attacks subject to ABM interception). The only weapons Ogres may fire underneath the ice are missiles and ABM. Note that Ogres can attack and be attacked from converted ice hexes.

AUTOMATIC HEX CONVERSION. By spending an extra movement point in a hex of any type the Ogre can convert it (and destroy any oil wells there or drown infantry if it's an ice hex). The conversion can occur as long as the Ogre has one movement point remaining when the Ogre enters or leaves or remains in the hex.

29.3 OGRE DETECTION. Like command posts, Ogres have the ability to cloak their position and they must be detected in the same manner as C.P.'s. However, unlike command posts, Ogres cannot cloak other units or increase combat effectiveness.

OGRE DETECTION UNDER THE ICE. When an Ogre is under the ice it can only be detected by reconnaissance satellite. Ogre automatic hex conversion does not automatically locate the Ogre unless it is an oilfield. An Ogre in a converted ice hex can be detected normally. Firing missiles will always result in the Ogre's detection no matter where they are fired, but the Ogre counter is not placed on the map (see ICE WAR rule 13.4).

29.4 SCENARIOS. The Ogre units which have been described can be used in any scenario at the point cost indicated. Although the Ogre was developed primarily for the ESA, there is no reason why the U.S. couldn't also have one (however, they should not be allowed as reinforcements).

SOLITAIRE SCENARIO -- THE ELECTRONIC BATTLEFIELD. Can you direct the Ice Ogres through the computerized electronized battlefield? The Ogres' objective is to destroy all of the oil wells before they are reduced to molten slags of metal. You will need two six-sided dice to simulate the computerized reconnaissance of the U.S. player.

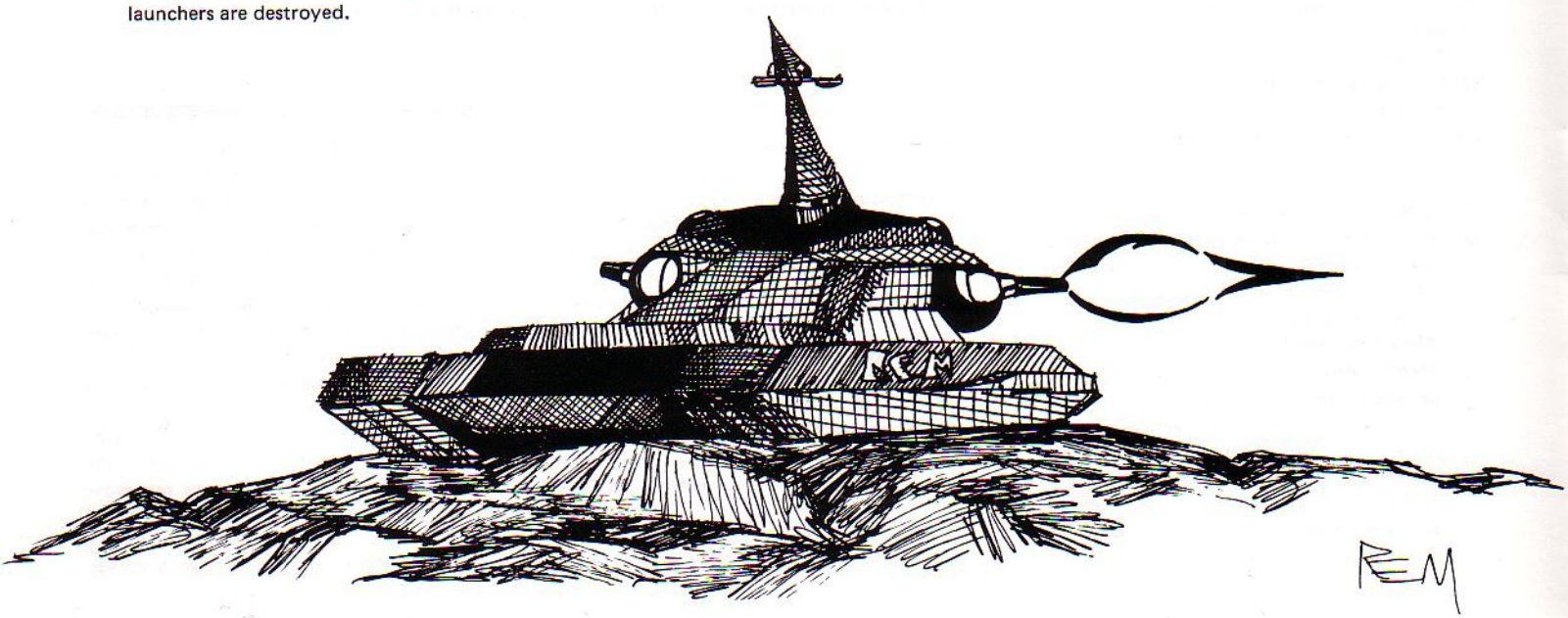
Eurasian player: 4 Ogre Mark IIIxi
8 points in missiles

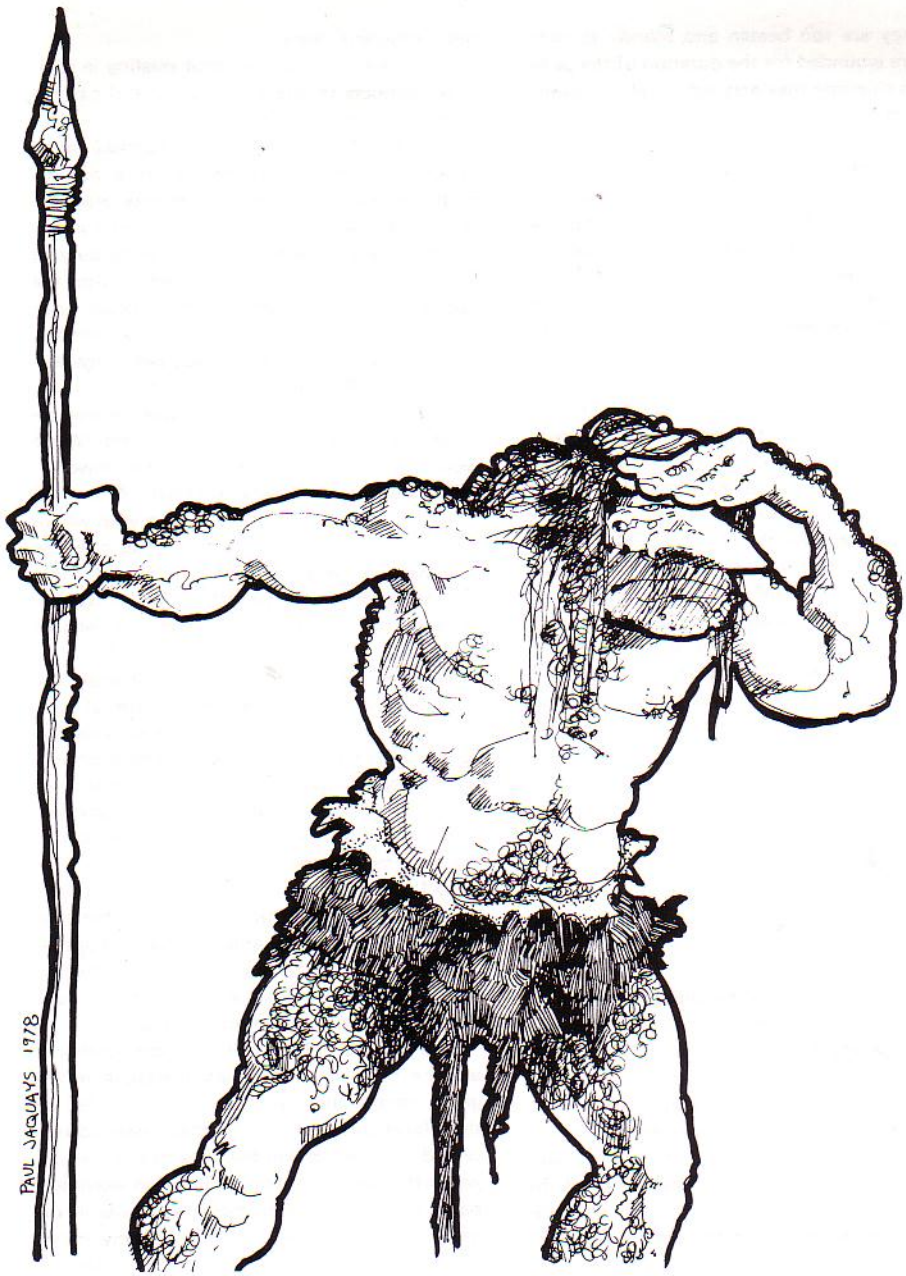
Western Alliance: 1 Observation Post (hex 2424)
4 Orbital Weapons Platforms
9 Missiles for each OWP
Reconnaissance System

SPECIAL RULE: All OWP must fire at the Ogre closest to Deadhorse. In case a tie, roll 1 die to determine which unit to fire at (e.g., if there are two equidistant Ogres, a 1, 2, or 3 on the die would indicate that Ogre no. 1 is to be hit).

U.S. RECONNAISSANCE SYSTEM. Roll once each turn during the U.S. reconnaissance phase. Not that for die rolls of 4 thru 10 the adjacent six hexes are also searched.

Die Roll	Hexes Searched
2	*Any hex ending with 1,3,5,7,9*
3	*Any hex ending with 1,2,3,4,5*
4	*0609,1715,1420,0511*
5	*0707,2217,1922,1517*
6	*1007,1720,2520,2014*
7	*1004,1818,2220,1212*
8	*0814,2017,2021,2622*
9	*1010,1722,2025,2019*
10	*1307,1414,2226,2127*
11	*Any hex ending with 6,7,8,9,0*
12	*Any hex ending with 2,4,6,8,0*





PRIMAL MAN, PRIMAL WAR

AN SAS EXPANSION

by

GLEN L. WILLIAMS

With **STICKS & STONES (SAS)**, David Ray takes us back to a prehistory when the structure of the human brain began to conceive societies, weapons, organization–and enemies. It is a game which goes to the heart of wargaming: our primate heritage, the dowry of blood.

Expanding the game can provide some very rewarding experiences in the application of brute force, and can illustrate some aspects of war which modern ethnologists have found among primitive societies. I have used contemporary research in anthropology to expand **SAS** to simulate some of these aspects. The societies used as models were the Jibaro and Yanamamo Indians of South America, and the Maoris of New Zealand.

There isn't any guarantee these "contemporary savages" mirror early or late Stone Age tribes, especially in the "software" of war--the social and psychological ideas which guide men into and through battles. They are only a guide, a model to simulate what might have been.

War in **SAS** is on a very personal level. Each counter of warriors is described as a "small group". I interpret "small group" as ten warriors. Each hex is only fifty meters across. It is possible to see all the way across the map, to hear distinctly the grunts of combat and the wails of death in the next hex.

Primitive war is characterized by small scale battles of short durations, poor development in command and discipline, great reliance upon surprise attacks, and finally, the importance of the village community in organizing war parties.[1] **SAS** simulates the small size, short duration combat, as well as the importance of the village as the focus of organization. Missing are the effects of leadership, of magic and mystery which pervaded primitive life, and most importantly, of the larger framework within which the small battles occur. These were beyond the design limits of a single MicroGame.

In the three societies (Jibaro, Yanamamo, and Maori) I examined, leaders were extremely important.[2] Warriors who surpassed their comrades in battle valor assumed a primitive form of leadership to bolster very brittle morale. Because there was no concept of military discipline, chain of command, etc., a tribe's effectiveness in battle hinged upon the efforts of their leaders who surged forward to batter the head's of their enemies. They were leaders, not commanders. They led by examples of prowess, not tactics or drill. Whether the leader was a chieftain of the Jibaro, a Cro-Magnon family head, or Hector before the walls of Troy, the functions were similar: in-

spire by example, excel in killing.

Simulating the importance of leaders requires new counters and rule modifications.

1.0 Leader Counter: Leaders are always armored; their counter is designated only by a "C". They are equipped with axes, so need no special weapon designation. Their characteristics are lower than those of a warrior counter, because only one man is represented. However, they are proportionately stronger because they are heroes and great in prowess. Chieftains really *are* heroes, and they are *very* good.

2.0 Stacking: Since a chieftain counter represents only a single man, the counter never affects stacking.

3.0 Number of Chieftains: A player gets one chieftain for each six warrior counters or fraction thereof. For example, for ten warrior counters, a player would get two chieftains. Chieftains are free. They cost no people or work points (Ppts and Wpts) as they are part of the village structure.

4.0 Combat Effects:

4.1 Challenge Combat: Any time two opposing chieftains occupy the same or adjacent hexes at the beginning of a combat phase, the player whose turn it is may challenge the other player to a single combat. Treat it as normal combat, even if the two are in adjacent hexes. Resolve it on the 1:1 column of the combat resolution table. Only the two chieftains may participate in a challenge combat, which occurs before any other combat that phase. After resolution, normal combat proceeds, and surviving chieftains *may* participate in the ensuing battle.

4.2 Normal Combat Modifications: A chieftain adds his strength to that of warriors with whom he is stacked, whether in attack or defense.

4.3 Effects of Chieftain Wounded or Killed: If a chieftain is killed or wounded in challenge or normal combat, remove the counter from play. All friendly warriors stacked with him immediately receive a "wounded" result. If the player has no other chieftain, he must begin to withdraw into a friendly village or, if none is available, off the nearest map edge. Note that if a chieftain is lost during challenge combat, the warriors stacked with him fight their battle that turn "wounded", and thus at half strength.

5.0 Rally: The combat resolution system of **SAS** is very bloody. "Wounded" probably means "tired, hurt, and ready to quit". If a warrior has lost his will to fight, he has been as wounded as if his worst enemy had pierced his side with a spear. To simulate the inspirational effects of primitive leadership, a chieftian may attempt to rally wounded warriors, to restore their fighting spirit. At the end of each game turn, the players roll for wounded warriors who are stacked with their chieftains. On a roll of 1-3, the warriors are fully restored. Flip their counter face up again. On a roll of 4-5, they are too beaten and bloody to rally; they are wounded for the duration of the game. Thus, a chieftain may attempt to rally a wounded group of warriors only once.

Magic and mystery are an important part of the lives of modern primitives. Judging from the burials and kill sites of early man, the darker forces of mysticism were equally important to our ancestors. Hunting, food-gathering, crops harvested by neophyte farmers, even human reproduction were subject to the invisible influence of the deified forces of nature. Worship of them through appeasing rituals helped a community through its crises, through famine, drought, scant game, and through war. Probably the magic of war evolved as did military organization, as an extension by analogy of the needs of hunting groups. Primitive societies often have the beginnings of full glory of a priestly caste whose functions is to insure the favor of the gods, whether for farming or battle. In war, the shamans had a responsibility toward their community to assist in victory, but not with weapons of wood or stone. Adding such an element to **SAS** is the beginnings of a transition to a fantasy game.

Like chieftains, shamans are individuals requiring special counters with their own rules:

1.0 Shaman Counters: The coding for a shaman is SH. Since a shaman will have no attack or defense capability, the only factor shown on his counter is movement allowance.

2.0 Number of Shamans: A player (who represents one tribe) may never have more than one shaman, but that shaman is received automatically at no cost in Ppts or Wpts. If the tribe loses their shaman in battle, there is no replacement, as the time scale in the game is too short to allow replacement.

3.0 Soul Stealing: During combat a shaman may attempt to use magic on his enemies. To do so, the player announces his shaman will use magic and which battle he will use it on. A shaman may use magic on any combat within two hexes. A shaman may affect only one battle within his range each turn.

3.1 When the shaman makes his announcement, he is performing a very noisy, very obvious ritual to steal the soul of his enemies. This affects their morale in combat, as the loss of their souls will force their ghosts to wander forever without rest. The battle is fought at a one column shift in favor of the shaman's tribe. If they are attacking, use the next column to the right on the combat resolution table; if defending, the next column to the left.

3.2 Countering the Soul Stealing: If the enemy shaman is within two hexes of the battle, he may counter the soul stealing attempt simply by announcing a desire to do so. That announcement forces a spirit battle which comes before any other combat, except challenge combat. (See section 4.0 Spirit Battle.) A player is never obliged to counter a soul stealing, and he may use his shaman instead on an entirely different battle.

3.3 Shamans may use soul stealing in challenge combats to affect the outcome of a battle involving their chieftains.

4.0 Spirit Battle: During the combat phase opposing shamans may engage in a magical battle among themselves. This may arise because one player has chosen to counter an attempt to steal his warriors' souls, or because he has decided to do battle directly with the opposing shaman. Spirit battle occurs prior to normal combat and after challenge combat. Shamans up to four hexes apart may engage in spirit battle. Resolve the combat on the 1:1 column of the combat resolution table. A wounded shaman fully recovers after five turns. While wounded, he may not use any shaman powers.

5.0 Shamans in Normal Combat: A shaman contributes nothing to the warriors with whom he is stacked. If attacked alone, he may use soul stealing. When attacked by himself a shaman has a defensive strength of one. If wounded in normal combat, the shaman is considered killed.

6.0 Summoning Demons: If a shaman has neither moved nor engaged in any form of combat for six turns, he may summon a demon spirit to aid his tribe. During turns he is wounded, no demon may be summoned. The shaman must have six consecutive turns unmolested. The demon summoning is the first action of the movement phase for the player.

6.1 The Demon: The demon spirit is a mastadon counter which appears on the map edge hex nearest the shaman. It may not appear in a hex occupied by any other units, including goods, warriors, dependents, animals, dogs, chieftains, shamans or another demon.

6.2 Demon Movement: The characteristics are the same as an ordinary mastadon in the game, except the demon is fully controlled by the player summoning it. It may never occupy or end its movement in the same hex as friendly warriors. Once the demon has been wounded, begin using the random movement rules in the game. From then on it is freed of any movement restrictions imposed by these rules and attacks friendly and enemy tribesmen alike.

6.3 Loss of Control: In addition to losing control of the demon by it being wounded, a player loses total control and the demon disappears when his shaman is killed or wounded (whether from normal or spirit battle).

6.4 Releasing the Demon: The demon may be released to return to its netherworld only by reversing the summoning process. The shaman must remain undisturbed and unmoving for six turns. It takes a long time and a lot of talking to convince the demon to go home.

6.5 A shaman may control one and only one demon and may summon only one demon during a game. Soul stealing may never be used on a demon as it has no soul.

7.0 Rally: A shaman may attempt to rally warriors just as a chieftain.

WIPING OUT THE COMPETITION

Modern man has no competitors, no similar species to contest his right to the fields and streams. Sometime in the past, those competitors must have been wiped out, perhaps in a genocidal war. Obviously, today we have a distinct love of prejudice, of making fine us/

them distinctions. Our enemies are often denied the right to be called human, and our worst labels for them are most often those of the animals, "brute", "beast", "sub-human". These attitudes may have been learned, then re-learned from generation to generation after we wiped out the competition.

In his **Dragons of Eden,** Carl Sagan noted that Neanderthalers were probably as smart as modern men, but in different ways. As much as any science fiction character, they would be aliens. The following scerario uses the chieftain and shaman rules to simulate the pursuit of a small tribe of Neanderthalers by a Cro-Magnon war party. The pursuers are out for blood, not plunder, slaves, or territory.

1.0 Restrictions on Combat: The Neanderthal culture was far more conservative than its competitor. To reflect this conservatism as it affected weaponry and tactics, all Neanderthal combat, including normal and challenge, is at a one point modification to the die roll. The modification is always to the disadvantage of the Neanderthals. If they are attacking, subtract one from the roll; if defending, add one.

2.0 Enhanced Shaman Abilities: Since the Neanderthals may not have developed along the same lines as our own ancestors, they have an advantage in shaman combat. There is some evidence they may have been more religiously inclined, and need some advantage. Shaman combat is to their advantage. In addition to the normal one column shift for soul stealing, the die roll is modified two points in their favor. Likewise, in spirit battle, Neanderthal shamans fight at a two point modification in their advantage. The die roll modification is an add when they attack and a subtract when they defend.

3.0 Forces

3.1 Neanderthal: 8 Ppts, 10 Wpts, 6 dependents, 2 goods, 4 goats, 2 dogs (at no point cost), 2 chieftains and one shaman.

3.2 Cro-Magnon: 14 Ppts, 16 Wpts, 3 leaders, one shaman. Dogs may be purchased.

4.0 Set-up: Neanderthals begin on the fourth or fifth hex row from the north map edge. Cro-Magnons begin on the north map edge hexes. Neanderthalers move first.

5.0 Victory Conditions: The Neanderthals are attempting to flee Cro-Magnon killer teams and start anew where no modern men have settled. For exiting off the south map edge they receive victory points as shown:

Warriors: *2 points*
Dependents: *3 points*
Goats: *1 point*
Goods: *1 point*
Chieftains and shamans: *2 points*

Cro-magnons receive points for killing only. Their points are the same as above, except they receive no points for goats or goods. Neanderthal chieftains and their shaman are worth 6 victory points to the Cro-Magnons.

BLOOD FEUD: A Sticks & Stones Campaign

Time in **SAS** is very short. It simulates only the brief clashes between small groups. Occasionally, a game begins to detach itself from the larger structure of village life. By fighting a campaign of several normal games duration, the players can begin to get the feel of Stone Age life. However, to provide some structure, there are a few additional rules modifications and expansions necessary. The following is based explicitly on a Yanamao Indian blood feud.[3] The caution mentioned earlier, that these tribes are only an imperfect model, applies here also. If you feel that tribes under your leadership would behave differently, feel free to modify or cast out these suggestions, however, do not stray too far forward in time.

1.0 Maps: Blood Feud requires two maps placed end to end to produce a territory much longer than it is broad. If you do not have two **SAS** maps, a RIVETS map will do, although the edge between the two maps will be a little peculiar as there is a slight difference in the hex sizes. If using a RIVETS map, treat all crater hexes as rough terrain. The reason for two maps is that villages were commonly further apart than you can get with one map.

2.0 Villages: Two protected villages are required. If you do not have two, use the fortified village as a protected village.

3.0 Game Sequence Addition: Every tenth turn there occurs an inter-turn phase for recovery. Wounded warriors who are in their village during the inter-turn recovery phase are restored. If both players agree, an inter-turn recovery phase can occur after any turn which has been preceded by two turns without any combat. In other words, if three turns have gone by without combat of any type, the players can agree to an inter-turn recovery phase. During an inter-turn recovery phase, all spear and bow units in their village are resupplied with spears and arrows back to their full ammunition load. They may never re-equip to a higher ammunition load than they began with.

4.0 Slaves: Defeated warriors were not always slain, for a human has value as property. Whatever our modern sensibilities regarding prisoners of war, men of primitive societies do not always share them. There are recorded cases of Maori POWs being used as food on the trip home!

4.1 Slave Creation: Whenever a warrior unit is destroyed and there are no other enemy units in that hex, a player may roll to see if any of the defeated warriors were captured as slaves. He rolls one die. If the result is greater than the unit's attack strength, replace the warriors with a dependents counter. They are now slaves. For example, an unarmored axe unit is enslaved on 4-6.

4.2 Slave Guards: Slaves must always be guarded by a warrior or dependent unit. If dependents guard slaves, the dependents must not be slaves themselves. This may require marking slave-dependent counters with an "SL".

4.3 Slaves and Victory Points: Slaves count double, once as enemy warriors killed, and once as property (base value the same as dependents) at the end.

4.4 Slaves may never revolt. They may be killed by dependent attack. They may be rescued by killing or driving off all their enemies in that hex. Replace their counter with an unarmored hand counter. Slaves may be re-equipped during the inter-turn recovery phase following their liberation by expending one goods counter and replacing them with an unarmored axe unit.

5.0 Ambush: At the beginning of the game, a player may secretly remove one of his warrior counters from the map. During any following combat phase he may introduce that unit on any hex on the map at least four hexes from an enemy village. The ambushing unit may participate in combat that turn, and remains on the board for the rest of the game. On the turn it appears, the ambushing unit fights at double strength. It may be placed in a hex occupied by enemy warriors.

6.0 Restrictions on Raiding Parties: A player must always have one third of his warrior counters inside or within four hexes of his village. They need not always be the same warriors, and they may be wounded warriors. This village defense represents the minimum force to provide psychological security to the village's women, children, and elderly.

7.0 Forces: Each side receives 12 Ppts, 18 Wpts, 4 dependents, all goats and goods counters, one protected village, 2 chieftains, one shaman.

8.0 Set-Up: Place two maps end to end. The villages are placed within four hexes of the opposing map ends. All units are deployed within six hexes of their village, keeping in mind the possibility of an ambushing unit and the restriction on raiding parties.

9.0 Victory Conditions: The goal is to eliminate the enemy village by destroying it or killing all its warriors. However, if the campaign reaches the third inter-turn recovery phase without destruction of either village or annihilation of either village's warriors, players stop and compare victory points. In reality, the blood feud would begin again as soon as one village recovered its strength and its confidence. Victory points are:

Dependents and slaves surviving: *2 points each counter*

Animals and goods intact: *1 point each*

Enemy warriors killed: *1 point each (slaves count twice)*

Chieftains and shamans: *each individual is worth victory points equal to the strongest warrior counter the player began with. If his strongest counter was an armored axe unit, his leaders', when killed, would yield his enemy a total of 3 points for each chieftain or shaman killed.*

SEVEN CITIES OF CIBOLA: A Sticks & Stones Scenario Ending the Stone Age

On July 7, 1540, Don Francisco Vasquez de Coronado, resplendent in his golden armor, called upon the pitiful Zuni village of Hawikuh to swear fealty to the king of Spain and submit peacefully to his conquistadores. The Indians' answer was a storm of arrows. Coronado's soldiers shouted the name of their patron saint and charged. The dozen Zuni's killed were the first casualties in Coronado's expedition which was to take him through what is now New Mexico and into Kansas. With him, his halbardiers, his matchlocks and cavalry, he brought the end of Stone Age warfare in the southwest.

Sticks & Stones' game system does not have to be limited in years to some misty and nebulous distant past. During the Age of Exploration, Europeans were bringing the benefits of their civilization, bullets and disease to many "primitive" cultures. The game can be modified to show the effects of clashing technologies and social systems. The scenario chosen is fictitious, but it came close to happening. One of Coro-

nado's lieutenants has been sent on a long reconnaisance with a handful of infantry and some Indian allies. The small pueblo he has encountered show stiff resistance, as Hawikuh had done earlier.

The young lieutenant, frustrated by the lack of gold, a hundred miles from his commander's army, with untrustworthy allies and no secure base of operations, makes the only logical move a conquistador could. He attacks. One player will be the heroic Pueblo Indians defending their women and lands from the invader. The other player will be the dashing young conquistador, eager for glory. After all, this village *might* be the initial outpost of the fabled Seven Cities of Cibola.

The rules modifications include special counters for the Spanish troops. For the first time in the game, disciplined troops appear with devastating arms and armor. In the context of a fantasy game, these are super-heroes, and considering their bloody conquests, perhaps they were.

1.0 Spanish Troops: There are three types of Spanish infantry. The first are matchlock equipped musketeers; the second are halbardiers; and the third are swordsmen, who represent the musketeers when their ammunition is depleted. There are also special counters for Spanish leaders (captains), and priests.

1.1 Matchlocks have an ammunition load of six, a maximum range of two hexes. At zero to one hex, their strength is 18, at two hexes, 12. When matchlocks have expended their ammunition they are immediately replaced with a swordsmen counter. Matchlocks may never voluntarily be switched with swordsmen, and vice versa.

1.2 Stacking is the same as for regular units: three warriors per hex.

2.0 Priests: In deference to the winners, their shamans will be called priests. They may not summon demons, and the process of "soul-stealing" will be courteously termed "blessing our troops and cursing the heathen". They may participate in spirit battle, but they use the 1:2 column and are *always* defenders.

3.0 Captains: Chieftains for the Spaniards are captains. They do not have to accept challenge combat. If they do, they are the attacker, and the 2:1 column is used. If a captain is killed, and their priests die, the Spaniards must immediately begin to exit the map and may not initiate combat.

4.0 Ally Treachery: The various groups of Indians who allied with the invaders often did so only to settle some grudge, and the depth of their loyalty was never great. Each time a Spanish captain or priest is killed, roll a die. On a one, all allied Indians are immediately switched to the Pueblo player. They can be used that turn against the Spaniards.

5.0 Set-Up:

5.1 Indians: A fortified village on any clear set of hexes anywhere on the map. Twelve Ppts, 16 Wpts, all dependents, goats and goods. They must deploy in or within four hexes of the village. Two chieftains and one shaman in the village.

5.2 Spaniards and Allies: One captain, one priest, one matchlock, two halbardiers. Allies are 4 Ppts, 8 Wpts, one chieftain, no shaman. No dogs. They deploy within eight hexes but no closer than six hexes from the village.

6.0 Victory Conditions: The Indians must kill at least the Spanish captain who must always be stacked with a Spanish unit if any are left. Failing that, they must prevent the destruction of their village within ten turns. There are no victory points as such.

NOTE: This scenario is deliberately weighted in favor of the Spaniards. Play it from both sides.

THE PRIMATE AT WAR

Sticks & Stones may well be a small classic. Like many good designs, it is not closed and is open to a great many expansions whose nature is limited only by the imgination of the players. The suggestions I have made above can be carried further. For example, when the wandering early smiths who had discovered the process of smelting copper first fought their stone age enemies, the degree of technological surprise was probably as great as that of the Pueblos who first faced the guns of the conquistadores. By modifying the counter valued and Wpt conversions, a player can simulate these early nomads.

The unification of Egypt under the mythical/factual Narmer is within the period of **SAS**, and "Joshua 'fit' the battle of Jericho" at the edge of this period. In the realm of fantasy, Howard Thompson's Hymenopterans might conceivably compete against Cro-Magnons who have expanded. Indeed, the far future might be the Stone Age if today's doomsayers are right. In that case, magic might be surviving technology. In each and every case there is one common element, the descendents of a hunting ape, who have found hunting their own kind as necessary as hunting for their food.

> "This has been our history, and there is nothing remarkable or strange about it. It needs no special explanation in terms of our innate wickedness and desire to torture, or our innate goodness and fall from grace through the inability to give ourselves a better deal. It is the inevitable outcome of our primate heritage and our weapon-bearing, hunting past, with the addition to these of dense settlements and huge numbers."[4]

NOTES:

1. Andrew Vayda, "Maori Warfare" in *Law and Warfare,* edited by Paul Bohannan, Natural History Press, Garden City, NY, 1967, p. 359.

2. *Ibid.*, p. 370.

3. Napoleon Chagnon, "Yanomamo Social Organization and Warfare", in *War: The Anthropology of Armed Conflict and Aggression,* edited by Morton Fried, et. al. Natural History Press, Garden City, NY, 1968, pp. 109-159.

4. Lionel Tiger and Robin Fox, *The Imperial Animal,* Dell, NY, 1971, p. 215.

BIBLIOGRAPHY

The field of anthropological literature is filled with studies of primitive societies and speculations about the Stone Age period. However, there are readily available works which will do for the gamer. I have tried to limit this bibliography to works in the latter class.

Ardrey, Robert, *The Territorial Imperative,* Dell, NY, 1966.

Hawkes, Jacquetta, *The Atlas of Early Man,* St. Martin's Press, NY, 1976.

Thorndike, Joseph J., editor, *Mysteries of the Past,* American Heritage, NY, 1977.

Time-Life, *The Spanish West,* Time Life Books, NY, 1976.

In addition, various issues of popular magazines such as *National Geographic* and *Scientific American* carry articles useful to the wargamer. U. S. National Parks and Monuments almost all have interesting and useful guides. The best example I have seen is the guide to Aztec Ruins National Monument in New Mexico. It covers the architecture, technology, and descriptions of the societies which archaeologists have been able to detect and describe. Local museums also carry descriptive pamphlets that are informative. Research for gaming does not have to equal research for a master's thesis; the primary criterion is fun.

HUGO AWARD NOMINATIONS

BEST NOVEL:
- BLIND VOICES by Tom Reamy
- DREAMSNAKE by Vonda McIntyre
- THE FADED SUN: KESRITH by C. J. Cherryh
- THE WHITE DRAGON by Ann McCaffrey
- UP THE WALLS OF THE WORLD by James Tiptree, Jr.

BEST NOVELLA:
- ENEMIES OF THE SYSTEM by Brian Aldiss
- FIRESHIP by Joan Vinge
- SEVEN AMERICAN NIGHTS by Gene Wolfe
- THE PERISITENCE OF VISION by John Varley
- THE WATCHED by Christopher Priest

BEST NOVELETTE:
- DEVIL YOU DON'T KNOW by Dean Ing
- HUNTERS MOON by Poul Anderson
- MIKAL'S SONGBIRD by Orson Scott Card
- THE BARBIE MURDERS by John Varley
- THE MAN WHO HAD NO IDEA by Tom Disch

BEST SHORT STORY:
- CASSANDRA by C. J. Cherryh
- COUNT THE CLOCK THAT TELLS THE TIME by Harlan Ellison
- STONE by Edward Bryant
- THE VERY SLOW TIME MACHINE by Ian Watson
- VIEW FROM A HEIGHT by Joan Vinge

BEST DRAMATIC PRESENTATION:
- Invasion of the Body Snatchers
- Lord of the Rings
- Superman
- Watership Down
- The Hitchhiker's Guide to the Galaxy

SF NEWS:

NEBULA AWARD WINNERS: Best novel: DREAMSNAKE by Vonda McIntyre, Best Novella: THE PERSISTENCE OF VISION by John Varley, Best Novelette: A GLOW OF CANDLES, A UNICORN'S EYE by Charles Grant, Best Short Story: STONE by Edward Bryant.

YOU HEARD IT HERE FIRST DEPARTMENT: According to a reliable and highly placed source, the first sentence of the new Heinlein novel reads as follows–"He's the mad scientist and I'm his beautiful daughter," she said.

The novel, according to one source, is similar to Kurt Vonnegut's BREAKFAST OF CHAMPIONS, which Vonnegut used to "set free" all the literary characters who had served him during his writing career.

FORTHCOMING BOOKS: Poul Anderson, Gregory Benford, William Rotsler, James Tiptree, Piers Anthony, and Larry Niven have all just finished books and sent them to their publishers. The Niven novel is the sequel to RING–WORLD.

MOVIE NEWS: ALIEN from 20th Century Fox has hit big. The film, described as a horror thriller in space, is doing tremendous box office and may challenge STAR WARS for the largest money making film title. The movie has received excellent reviews, and we understand the word-of-mouth is also quite favorable. To quote one review: "ALIEN is so frightening it will scare the peanuts out of your M & M's."

GAMING CONS:

CWA-Con: (July 21-22) Loyola University, Chicago, IL. The agenda includes tournaments in both board and FRP games along with contests in miniatures painting. Info: Chicago Wargamer's Assn., 3605 Bobolink, Rolling Meadows, IL 60008.

GEN CON XII: (August 16-19) University of Wisconsin-Parkside, Kenosha, Wisconsin. One of the major cons. Sponsored by TSR, GenCon features trophies and cash prizes in all the tournaments along with the usual exhibits, panels, and demonstrations.

COUNCIL OF THE FIVE NATIONS: (Oct. 6-7) This is the fifth annual war games convention sponsored by the Schenectady War Gamers Association. For information write Gerald D. Seypura, 20 Randi Road A 3, Schenectady, NY 12309.

News & Plugs

WINTERCON VIII: (Nov. 16-18) The winter version of MichiCon. WinterCon is sponsored by the Metro Detroit Gamers (probably the best gaming club in the country) and the con has all the usual features. Info: MDG, 2616 Kenwyck, Troy, MI 48098.

SF CONS:

WESTERCON 32: (June 29- July 2) Sheraton Palace, San Francisco, CA. GoH: Richard Lupoff, Fan GoH: Bruce Pelz. Mem: $7.50. Info: Westercon 32, 195 Alhambra St. no. 9, San Francisco, CA 94123.

ARCHON III: (July 13-15) Airport Hilton Inn, St. Louis, MO. GoH: Joe Haldeman. Mem: $5 til 7/1, $8 after. Info: Archon, PO Box 15852, Overland, MO 63114.

DARKOVER GRAND COUNCIL MEETING: (July 13-15) La Guardia Sheraton, New York, NY. GoH: Marion Zimmer Bradley (who else). Mem: $10 till 7/1, $15 after. Info: Judy Gerjuoy, Armida Council, PO Box 355, Brooklyn, NY 11219.

DEEPSOUTHCON: (July 20-22) Le Pavillion Hotel, New Orleans, LA. GoH: R.A. Lafferty. Mem: $10. Info: Sons of the Sand, Ltd., 1903 Dante St., New Orleans, LA 70118.

OKON '79: (July 21-22) Mayo Hotel, Tulsa, OK. GoH: Jack Williamson, C.J. Cherryh, James Gunn, Bob Tucker. Mem: $6.50 till 7/1, $8 after. Info: Okon '79, PO Box 4229, Tulsa, OK 74104.

SEACON 37th WORLD SF CON: (August 23-27) Metropole Hotel, Brighton, England. GoH: Fritz Leiber, Brian Aldiss. Attending mem: $15, supporting mem: (this allows you to vote on the Hugos) $7.50. Info: Seacon '79, 14 Henrietta St., London, WC2E 80J, UK.

NORTHAMERICON: (August 30 - Sept.3) Galt House, Louisville, KY. GoH: Frederik Pohl. Mem: $10 till 6/30, $15 after. Info: NorthAmericon, PO Box 58009, Louisville, KY 40258.

PGHLANGE: (Sept. 28-30) Marriott Inn, Pittsburgh, PA. GoH: Gene Wolfe. Mem: $7 till 9/15, $9 after. Info: Barbara Geraud, 1202 Benedum-Trees Bldg., Pttsburgh, PA 15222.

OTHERCON III: (Sept. 28-30) Ramada Inn, College Station, TX. Memberships: $8 till 9/15, $10 after. Guest of Honor: George Martin. Info: OtherCon III, P.O. Box 3933, Aggieland Station, TX 77844.

MOSCON I: (Sept. 29-Oct. 1) University Best Western Inn, Moscow, Idaho. GoH: Verna Smith Trestrail (Doc Smith's daughter, Alex Schomberg, Jessica Amanda Salmonson. Mem: $6 till 9/1, $8 after. Info: Moscon I, P.O. Box 9141, Moscow, Idaho 83843.

WORLD FANTASY CON

FIFTH WORLD FANTASY CONVENTION: (Oct. 12-14) Biltmore Plaza, Providence, RI. GoHs: Frank Belknap Long, Stephen King. Mem: $15 till 9/1, $20 after, $3 supporting. Info: 5th World Fantasy Convention, 43 Kepler St., Pawtucket, RI 02860.

CONCLAVE: (Nov. 2-4) Ramada Inn Metro, Romuslus, MI. GoH: A.E. Van Vogt. Mem: $6 till 9/16, $8 after. Info: EMU SF Society, 117 Goodison, Ypsilanti, MI 48197.

PHILCON '79: (Nov. 9-11) Sheraton Valley Forge Hotel, King of Prussia, PA. GoH: Joan Vinge. Mem: $6 till 10/1, $8 after. Info: Randi Millstein, 10104 Clark St., Philadelphia, PA 19116.

ORYCON: (Nov. 9-11) Sheraton Portland Hotel, Portland, OR. GoH: John Varley, Dick Geis, Ursula K. LeGuin, Mildred Downey Broxon. Mem: $6 till 10/1, $8 after. Info: OryCon, P.O. Box 985, Beaverton, OR 97005.

NUTRIACON (Nov. 30-Dec. 2) Grand Hotel, New Orleans, LA. GoH: Karl Edward Wagner, Bob Tucker, George Alec Effinger. Mem: $6 till 10/31, $9 after. Info: Tom Longo, 6221 Wadsworth, New Orleans, LA 70122.

GAMING NEWS:

CHARLES ROBERTS AWARDS NOMINATIONS:

Pre 20th Century:
- AGINCOURT (SPI)
- BATTLE DE PREUSSISCH-EYLAU (ME)
- NAPOLEON AT BAY (OSG)
- SOURCE OF THE NILE (DISCOVERY)
- STONE WALL (SPI)

20th Century:
- ASSAULT ON CRETE (AH)
- CROSS OF IRON (AH)
- GREEN FIELDS BEYOND (SPI)
- THE NEXT WAR (SPI)
- OPERATION CRUSADER (GDW)

FANTASY/FUTURE:
- ILLIAD (GDW)
- GAMMA WORLD (TSR)
- MAYDAY (GDW)
- OBJECTIVE MOSCOW (SPI)
- SWORDS & SORCERY (SPI)

PRO MAGAZINE:
- FIRE & MOVEMENT
- GENERAL
- MOVES
- STRATEGY & TACTICS

AMATEUR MAGAZINE:
- PERFIDIOUS ALBION
- SIGNAL
- SWABBERS

HERITAGE INVITES GAME DESIGNS: Arnold Hendrick is looking for freelance authors and game designers interested in RPG, board games, and miniatures. For information contact Arnold Hendrick, c/o Heritage Models, 9840 Monroe Drive, Bldg. 106, Dallas, TX 75220.

COMPUTER GAME: If you have a computer, URSINE ENGINEERING will send you (for a fee) an annotated program and instructions for their Galactic Empires game. This software is written for Apple II, but it can be easily modified to run on any computer that uses BASIC. 8 K of memory is required. Galactic Empires pits 1 to 20 players against each other and the computer for control of the 40 star systems of the galaxy. This is a test market situation, but it should be quite interesting. For more information write Tom Cleaver, URSINE ENGINEERING, 6805F Carolyn Road, Louisville, KY 40214.

GDW NEWS: Game Designers' Workshop is planning to release a number of new games at Origins. Among the SF games will be BELTER: politics, economics and combat in the asteroid belt; SNAPSHOT: piracy, mutiny, boarding parties, and more in this addition to the Traveller series; KINUNIR: is also a Traveller supplement and it contains the quest for the Starcruiser Kinunir.

SCIENCE FICTION CHRONICLE is a monthly newsmagazine comprehensively covering the science fiction field. Each issue features major stories about SF publishers, writers, editors, artists, etc. Regular features include People, Film, Radio/TV, Record news, new products, new toys, models, games, hobbies, etc. The staff of S. F. Chronicle have many years combined experience in books, consumer and trade magazines, TV and radio broadcasting, newspaper publishing, etc. Single copy price $1.00. Charter subscription price $8.00 First Class Mail in US and Canada, $12.00 airmail outside North America. S. F. CHRONICLE, P.O. Box 4175, New York, NY 10017.

TREASURY OF ARCHAIC NAMES, VOL. I, lists over 5000 names in dozens of charts with over 50 million combinations potential. A referee may create 'stock' names for lists of character professions or consult the charts for that perfect, heroic name. Available from Judges Guild; 1165 North University Avenue; Decatur, IL 62526, for $4.95.

SOLDIER IN THE SKY

by
Allen Varney

The infantryman flew above the trees, searching for glots. His powered combat-suit was whining in protest from the strenuous paces he had put it through in the past few hours of fighting. He'd found the creatures everywhere he searched, killed and killed. When he thought of all the glots he'd seen slinking in the undergrowth all around the Base, a cold sweat broke out on his forehead, ran down his lantern jaw and into his helmet's air-filters. There was no question, the glots were making their all-out effort here on this planet, now, and the human command would not lift a finger in any honorable attempt to go down fighting. Well, by God, *he'd* go out honorably, fighting like a man, even if none of the others back at Base would. That was what being a man was all about, after all. And the nest of glots he'd landed in the middle of back there had realized that, just instants before he'd lobbed the tac-nuke grenade into their midst and zoomed out again. The fallout would linger only a few days, he knew, but even so it'd be a while before anything grew in the new, large crater.

He knew he should be getting back to Base for repairs. But, the thought of confronting his incompetent superiors now, after violating orders the way he had and striking out on his own (after vandalizing the Recall circuits in his suit so he wouldn't be pulled back like a pup on a leash -- he wasn't supposed to know how to do that) -- the idea of returning filled him with revulsion. He wouldn't have to meet them ever again, he told himself. He had gone out here intending to die a hero's death, and only fast reflexes and dumb luck had kept him alive this long. He didn't expect to live to see Carmine III's reddish sunset, and that single piece of knowledge made him a terrifying warrior.

A small panel in his helmet beeped. His attitude jets were almost out of fuel, and the warning light blinking by his left eye told him that unless he wanted to careen about in the air helplessly, pushed all around by his a-grav unit, he'd better go the rest of his way on foot.

Finding a likely clearing, he surveyed the landscape from above briefly, looking for snipers, before he finally touched down squarely in the middle of the open space. And just barely in time, too -- less than a meter above the ground, he felt his suit wobble and saw a light glow solid red as the atttitude jets finally gave out. No chance of getting back up now -- under his own control, at least.

He made the best of it though, being resigned to die any way he could. As long as it was honorable. As long as he was busy killing glots when they finally got him. He had plenty of ammo and he intended to use it all. Looking for targets, he plunged into the dense, alien growth of Carmine III.

He hadn't gone ten meters into the frond-like bushes before a noise attracted his attention. It was from just behind him. He turned to stare, and before his startled eyes, two glots entered the very clearing he had only just then vacated. He hunched down to watch in silence, unconsciously tonguing his suit's Hearing Control to maximum. He hoped the camouflage paint on his armor would protect him long enough to size up the situation.

The glots wore suits like he did; they were decorated with the same color of camouflage paint, and in general would have looked a lot like his own, except theirs were squatter and had the wrong number of limbs. They glanced around, up and down, then trundled out to the clearing's center where his landing had kicked up a pile of dirt. They stared fixedly down at the skid marks.

As the soldier watched the glots' inhuman behavior, he once again felt his eyes watering with pain and hate, felt a red haze envelop his brain. Sawyer's image rose before him, Sawyer who'd been his friend, who'd laughed and joked with him, who'd shared meals and had long conversations with him, who'd gotten killed by a glot grenade in the last human offensive, too long ago. She'd never known what hit her. . . . .

Rage filled him, he couldn't control himself. With one leap his suit carried him crashing through foliage and fronds to face the astonished glots. He was out of grenades, but T-shells would do. He shot twice before the creatures could even raise their stunguns; the shells blasted through their armor and the suits puffed out as they barely contained the explosions. He loved to see them puff out that way, it made him laugh with glee to see it again.

He went over and inspected the remains. Stunguns. He'd noticed that but it only now sank in. Why would hostile glots carry non-fatal weapons? Before he could think about it, a colossal disturbance in the jungle made him whip around in time to gasp at the sight of an entire glot patrol flying and leaping toward *his* clearing. It took him a tenth of a second to realize the two he'd just killed must have been advance scouts. Before the tenth was up, he was firing at the aliens, spitting T-shells by the clip.

He knew he didn't have a chance. Already he saw several of the enemy readying grenade launchers. His only goal was to take as many of them with him as possible, and his desperation helped him form a plan in a split-second. His armored hand reached back and slapped at his warpack. Long months of training guided his fingers instantly to the proper stud, made them push it, helped them catch the Darkbomb as it sprang forth. Even as the glots were taking careful aim at his chest he threw the bomb hard against the ground in front of him and was immediately enveloped in swirling, opaque smoke. In the murk he lunged to one side, just in time to dodge the screeching T-shells slashing the air where he was. He took an instant to mutter thanks that they weren't heat-seekers.

He pushed through the curtain of smoke and into the open air on the far side from the glots. Random shots pierced the veil, but he knew they wouldn't risk rushing through blindly. But, the Darkbomb wouldn't keep smoking forever. The soldier ran for the far side of the clearing in great bounds. He chose a tree on the edge of the jungle that looked stouter than the rest, and leaped.

In the air, he tongued his a-grav unit to ON. He felt himself become weightless instantaneously and zoom even faster toward the thick, frond-covered tree. He hit it with a crash that made his ears ring, and felt his groaning armor, which had already stood up to so much today, creak in protest. But the tree held, and just as he'd planned, he bounced back high in the air, his warpack whining unevenly.

He felt a brief spasm of terror when he thought he might miss the curtain of smoke and go sailing off to one side; he had no control now that he was airborne. But in a second, he felt intense relief as he penetrated the oily murk high up on its right side. He grasped his weapon more tightly.

His head had barely cleared the smoke on the other side before he gunned down a glot just beneath him. He heard shouts and warnings as he drew a bead on another, and before he could fire, his aim was ruined as a great shuddering impact made his whole suit shake. He managed a rapid glance down and saw that his right leg had been blown off. He didn't even feel it; he just wanted to kill.

He fired again at the nearest enemy, only winging it; but the T-shell did its job as the alien suit echoed with the inner explosion. His a-grav unit carried him further and further

out of range, but he still had time to bring down one more. . . .that one sighting on him right now, say, the one with the strange-looking stungun -- stungun? His eyes began to cloud, but he saw the enemy fire and a weird metallic object flew up at him, turning end over end. It clanked as it hit his suit and stuck, leechlike. His only thought was, this is the end. But he didn't explode; instead, his suit went rigid, trapping him immobile inside it. He couldn't even pull a trigger. It was a paralyzer, he belatedly realized; he was under their control now, they had taken over his a-grav unit. He would be carried down to them where, he knew, they would torture him at their leisure. Terror and rage warred within him. This wasn't the way he was supposed to go!

He felt himself halt in the air, then move off slowly away from the enemy patrol. Oh no, he thought, they're floating me over to their home camp so everyone can get in on the fun. He felt too weak even to struggle against the traitorous armor; he must have lost too much blood. He had to keep from passing out.

Then, as he began to fly along faster and faster, he realized he knew where he was heading. A surge of fear and excitement brought him back to full consciousness. And when he was floated gently down to his home Base, where his milquetoast officers and his fellow soldiers were waiting for him, he was wide awake.

As he lay on the ground he felt people clustering around, disarming him. Then they shut the paralyzer off; he found he could move again. His CO was standing over him glowering; an aide was whispering the soldier's name in the commander's ear.

"Well, soldier," the gruff old colonel said, "couldn't stand the inactivity, could you? Had to go out in a blaze of glory. But while you were out there Fighting the Good Fight for Mother Earth, your disobedience nearly sabotaged our peace negotiations with the enemy's High Command! Fortunately," she finished, "we managed to finish writing a treaty despite your stupid stunt."

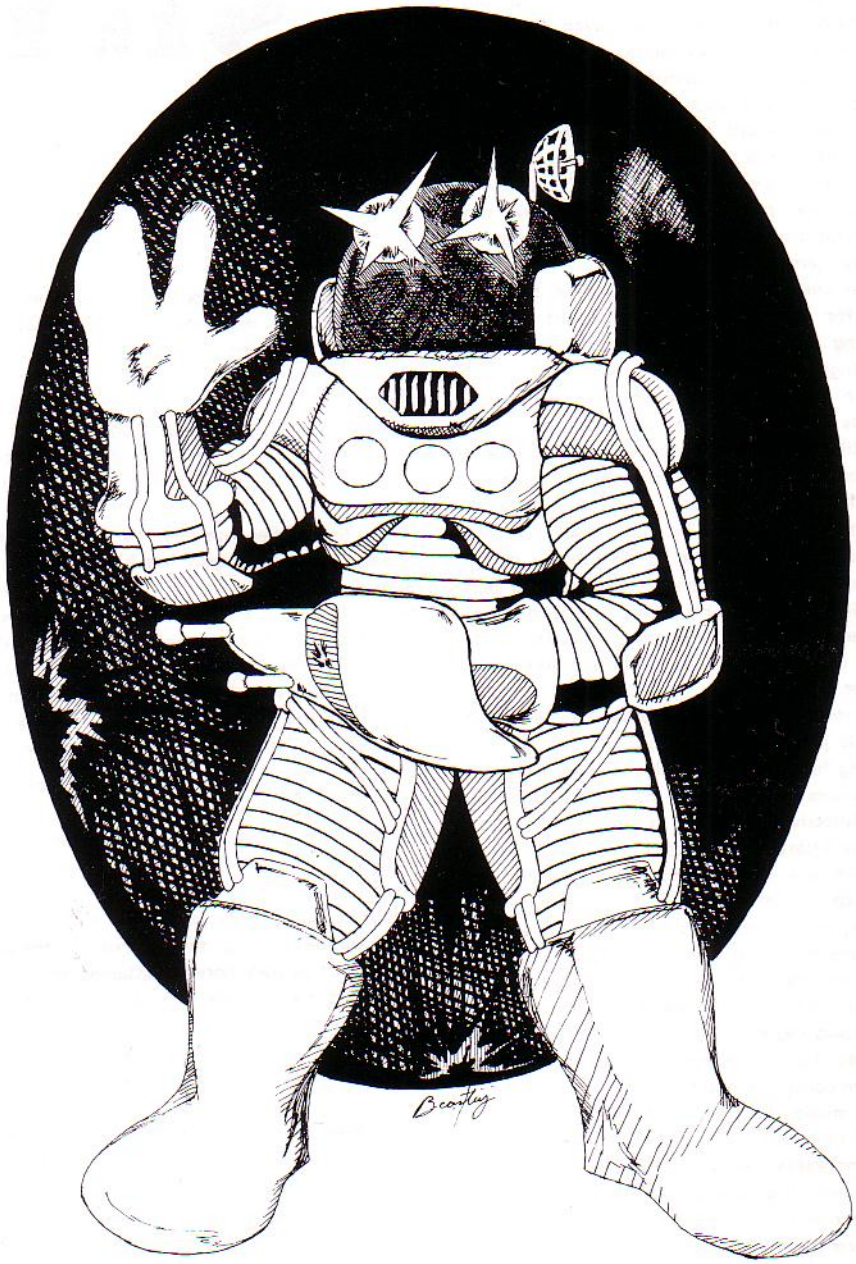
No, no, he thought, and gasped, "P-peace?"

Her expression didn't change. "That's right. If you could have restrained yourself half a day more, you wouldn't have gotten yourself killed. As it is, you probably would have died a hero a lot sooner, if the patrols on both sides that went out looking for you hadn't been armed with just stunguns. The glots were very cooperative; they adapted a few stunners to fire paralyzers. I see that's what finally got you."

As the colonel spoke the soldier began to feel the first agonizing pains where his leg had been. "But they were firing at me," he managed to say, "firing T-shells."

"Self-defense. You were killing too many of them. Besides," the old woman said, almost smiling for the first time, "we might overlook some small violation of the treaty, in certain cases. Right now it looks like our alien friends have disposed of a small annoyance for us. No need to bother with any nasty courts-martial." She looked up from the soldier to the other troops still lingering around. "Take him into the jungle and finish the job," she said to them. And as they switched on the paralyzer again and carried his immobile form toward the edge of the dark, ominous undergrowth, he heard the colonel turn to her aide and tell him, "Relay the news to Headquarters: one fatality, resulting from equipment malfunction; not combat-related."

And as he was hauled out of earshot and the foliage rose up all around him, he silently shrieked, *No! This isn't the way a hero should die!*



STARFIGHTER

:a review
by
Tony Watson

Gametime Games is a new company, closely associated with Heritage Models. It offers a line of boxed, hardboard-mounted games made to appeal to a much broader spectrum of players than just hardcore wargamers. While these releases are quite lean on the simulation aspect, they are colorful and playable, featuring a high degree of physical quality.

STARFIGHTER is one of the company's two SF offerings. It is a simple board game for two to four players, and as the name implies, deals with tactical space combat. The emphasis is on fun, but STARFIGHTER possesses a certain degree of sophistication which requires some skill.

The game board is a field of six armed stars which govern movement in a manner that works like a hex grid, but is more esthetically pleasing to look at, and is in keeping with the game's subject matter. Each star serves as a space for the movement of ships with direction of movement and fire traced along the arms of the stars. Each of the four corners of the map has a colored circle, one per player, that serves as home base, or starting point for each side. In addition, each side had a colored triangle along the middle axis of the board to the far side of the home base. This represents a space station. The basic object of the game is for the players to get one of their ships, the Star Transport, from their home base to their space station, while attempting to prevent the others from doing the same.

The board is more than clear space. "Terrain" consists of six larger circular counters: two planets, which impede movement, two asteroids, which cause slight damage to ships moving through them, and two black holes, which destroy any craft entering them. These features are placed on the board at specifically marked hexes using a two dice system. An optional rule allows these counters to be placed upside down and not revealed until moved into.

The board also doubles as a record keeping aid. Along each edge of the board are a series of circles, numbered one through ten. These are used to keep track of the damage each ship takes through the course of the game.

The counters used in the game are very nice. They are all double thick and circular in shape. They come in a couple of sizes; small, for information purposes, and large, for space craft and terrain features. The ship counters are very nice. Each has a full color picture of a spaceship on it (different designs for each player). The drawings are quite imaginative looking, if a little strange, and gamers should appreciate the effort made to give the game some flavor in this way.

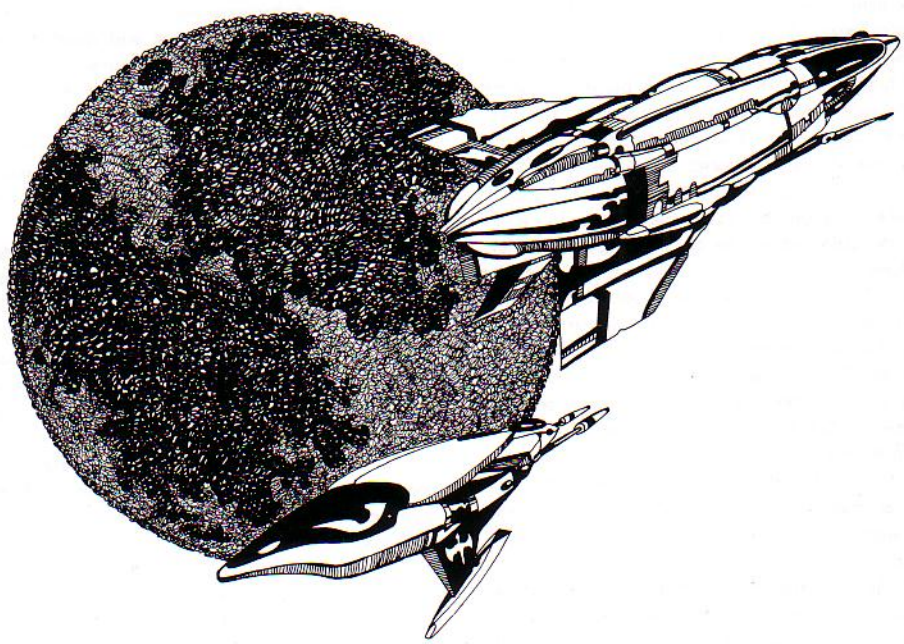
Movement is handled in a fairly simplistic way. There are three types of ships. The Startransport and Starcrusier may each make one move per turn; Starfighters are more mobile and may move two. A move consists of orienting the craft's facing by 60 degrees, or moving one star forward in the direction the ship is pointed. The real twist to the movement portion of the turn comes in the sequencing of *which* ship moves *when*. Each player deposits a set of three numbered chits, corresponding to his three spaceships in a cup. These are drawn out one by one and a ship makes its move as its chit is drawn. Since ships fire after they move on an individual basis, this makes quite a bit of difference. Players must be aware of which opposing ships around them have moved and which have not, so as to better weigh the consequences of their moves. And, because movement is so limited, players who learn to plan ahead usually do better than those who do not.

This brings us to the combat rules. Again, very simplistic, the combat system in STARFIGHTER seems to have it's own logic. No dice are involved. Opponents who make the appeal of poor luck after their defeats will have no recourse here. The maximum range for a ship's energy ray weapon is four stars. The Starfighter type of ship may fire only to its front. The Starcrusier may fire up to three rays per turn, one for each of its forward facings. Startransports may not fire at all. Damage done is the inverse of the range of the shot, that is damage done at a range of four is one; damage at a range of one is four, and so on. Damage is recorded by sliding the appropriate damage marker on the side tracks down the correct number of spaces. Each type of ship may take up to ten points of damage before destruction, though accumulated damage before destruction has no effect on performance.

In addition to the basic rules outlined above, a number of quite useful optional rules are included. Hiddenship types allow players to hide the type of each ship until it engages in combat, or moves in a manner only a fighter could. Hyperdrive allows chancy, but swift, random movement using dice and a scatter diagram. Another rule allows players to alter the type of ships they select. In the basic game, each player has one of each type of ship; this option allows them to take what they wish, as long as at least one Startransport is chosen. The most interesting of the options is that dealing with screens. These are special counters, one per Starfighter or Startransport and two per Starcrusier, which are placed after movement facing, but in one direction. Any fire received along this line is reduced by one. The screened ship may not fire in the direction of its own screen. On the whole, the optional rules are quite well thought out and in keeping with the basic style of the game. They do not clutter the game, but often serve to enhance, adding to the tactical challenge.

STARFIGHTER takes about an hour to play (a little longer with a full complement of four). The nature of the system for deciding movement keeps everyone involved throughout the whole turn. The rules are simple enough to allow you to play the game with wives or girlfriends, little brothers or sons, but STARFIGHTER offers a tactical interest which even more jaded SF gamers can appreciate. All in all, it is a fun little game, further enhanced by its high physical quality.

STARFIGHTER is $10 (boxed) from Gametime Games, 9840 Monroe Drive No. 106 Dallas, Texas 75220.



KNOW THYSELF

:a system of personal evaluation for T.F.T.

by
Brian McCue

One of the important features of Melee and Wizard is that they are role-playing games in that the units are individuals with the personal attributes of strength, dexterity and intelligence. When you play either of these games you are supposed to identify with the unit or units you are controlling, as if you yourself were casting spells and fighting off monsters.

A complaint about Melee and Wizard is that they do not offer a set variety of characters. Players are obliged to create their own characters, so the game has great flexibility but lacks the element of having to make do with a given character. In adventure fiction, not to mention real life, commanders have to reconcile the available forces with the task at hand; they do not have the capability of tailor-making the soldiers they want.

In this article I present a method of creating a character based on a real individual; yourself if you want. It is all very well to create a hero and have him or her fight the orcs, but how would *you* fare if pitted in mortal combat against the fierce monsters and powerful magicians of The Fantasy Trip? With three simple tests, you can find out your own DX, ST and IQ and enter the game in person.

THE DEXTERITY TEST: This test is based on the familiar trick in which the victim finds one cannot grasp a dollar bill dropped through one's grasp. The person to be tested holds a hand out, thumb and forefinger one inch apart, forming pincers in a horizontal plane. A twelve inch ruler is held vertically just over the person's grasp. The object of the test is to catch the ruler between thumb and forefinger, without moving the rest of the hand. An individual's score on the test is the reading in inches at the point where he or she caught the ruler. Round fractions up and add eight to get the DX. Thus if the ruler was caught after falling half its length the resulting DX is fourteen, but if it falls two-thirds of its length the DX is only twelve. There is no danger of anybody catching the ruler in the first four inches and thereby getting a DX of more than sixteen, but I have seen people miss it altogether for a DX of eight.

THE STRENGTH TEST: To take this test, do as many chin-ups as possible. They should be done the hard way, with the palms turned from the body. The total is added to eight to get the ST value. ST's over sixteen are rounded down to sixteen, but they will be rare unless you recruit your wargame opponents at the local fitness club.

THE INTELLIGENCE TEST: Testing intelligence is a complicated thing, far beyond the capability of the amateur. Fortunately, we all take the Scholastic Aptitude Test at one time or another. The verbal and quantitative SAT scores are converted to Fantasy Trip IQ by adding them, dividing by two hundred, rounding down, and adding eight. Thus, a player with scores of 680 and 710 gets a Fantasy Trip IQ of 14. Since each test score runs from 200 to 800, the range of IQ's is from ten to sixteen.

One result of this system is that it provides players with characters which are inherently unequal. The system of giving everybody 32 points to distribute among DX, ST, and IQ does not. Of course, making characters unequal need not make the game unbalanced, just more interesting; two inferior characters could take on an excellent one.

In a campaign setting, such as Death Test, exploration parties must be chosen with an eye towards getting a balanced team. Using my system of evaluating personal characteristics, forces players to choose their team-mates well, so as to get a good group of characters. The big dumb guy nobody used to want to play with may find himself very much in demand.

The personal test system also introduces the possibility of improving one's self so as to improve one's character. The ST could easily be raised to a maximum over a period of weeks, and the DX improves with practice of the ruler test. Even the IQ could go up if one were to take the SAT's again. I can imagine players training rigorously for the next Melee tournament, but I would prefer to stick to the experience point system given in the standard rules. Not only does it keep the emphasis on the game, but it fosters the illusion of being transported like John Carter to another world, and forced to improve according to conditions on that world.

Finally, the personal test system gives the miniatures fan a challenging figure to paint: his or her self. First a casting of suitable proportions must be found, and then it must be painted to resemble the prototype. Not only could the details of hair, eyes and skin be attempted, but also the color of a favorite article of clothing. Those who really enjoy modeling themselves can even do so repeatedly, for a variety of periods and/or equipment!

GUNSHIP 2000

by

Nevin J. Templin

At the recent West Point Wargames Convention (most ably handled by the cadets of The Military Affairs Club of West Point Military Academy), Stan Johanson Miniatures displayed a futuristic ground war rule set and an accompanying line of miniatures. Gunship 2000 is a simple, fast playing set of rules covering ground and limited air combat in the year 2000. The rule set includes a point system to allow the players to easily develop their own balanced games.

What makes the game of special interest is that many of the miniatures are adaptable to OGRE/G.E.V., the game giving the feeling of a 3-D version of OGRE, but with even a faster pace and more dangerous battlefield than found in OGRE. The castings are in 1/300 scale, making them compatable with other companies products. Those pieces currently available are:

The Gunship: A hovercraft with light weapons, very fast, but with a limited fire control ability. A very nice casting, the gunship is a fast and nasty looking affair.

The Light Tank: Well sloped armor and a short, large caliber weapon give the light tank a crisp and lethal appearance.

The Heavy Tank: A relatively slow moving vehicle, the heavy tank has the advantage of very heavy armor and a potent but short range main gun. The casting is a bit lumpish and the least attractive in the line.

The Universal Mobile Firing Platform: A standard self-propelled lightly armored vehicle which varies according to the major weapon carried. The main weapon is mounted over the rear and a small anti-aircraft, anti-personnel, radar or other fire control turret over the forward cab. Vehicles in this family include the Anti-aircraft Missile Tank, the Mobile Howitzer, and a Missile Tank mounting a surface to surface missile.

A Vertical Take-Off or Landing (VTOL) Transport: The VTOL Transport can carry 1 howitzer, 1 Light Tank, or 1 Platoon (3 squads), and allows rapid movement of troops and equipment as well as the use of vertical envelopment tactics.

The Howitzer: The casting is a fixed gun with gun, rounds and base molded into one piece.

Infantry: 1, 2, and 3 man stands represent squad to platoon strength units.

Aircraft and an extra heavy tank are soon to be added to the existing line.

These vehicles are available from: Stan Johanson Miniatures, 4249 East 177 Street, Bronx, N.Y., 10465. The units come in packs of five, while the rule set has no price listed, but should be very inexpensive.

Attributes of the Deryni

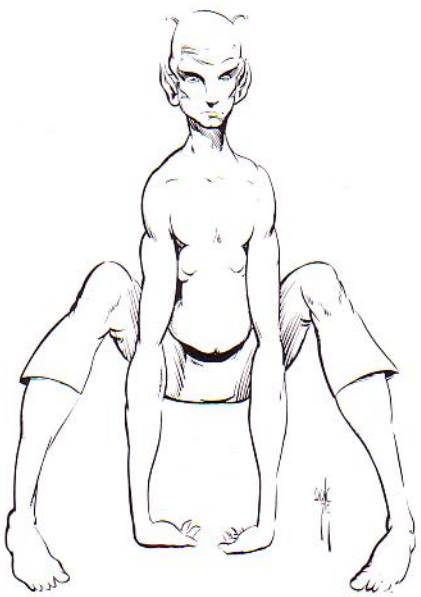
by

Neill E. Frizzell

In TSG no. 21, Mr. Pehr's article on the Deryni was quite interesting. His suggestion of adding Deryni characters in MELEE and WIZARD was a superb idea. The addition of the Deryni to MELEE, WIZARD, and DEATH TEST adds a new scope to these games. In play-testing Deryni characters, I have found Mr. Pehr's statement concerning combat between Human and Deryni warriors to be true. The Humans (or other races such as Dwarves, Elves, Orcs, etc.) simply do not stand a chance. However, when a Deryni is matched against a wizard, the odds are a little better. You should bear in mind, however, the chances of the wizard winning are still slim, and the Deryni will win more often. These examples were based on beginning characters, and the outcome of combat between experienced characters can be quite different.

An interesting confrontation is that between a Deryni and a team consisting of both a fighter and a wizard. In this situation, the Deryni is matched against two opponents, yet play-testing of this particular type of confrontation reveals the Deryni still has about a fifty percent chance of winning. I should like to point out that continued play of confrontations of this nature yields a steadily decreasing margin of success for the Deryni as each of the characters increases in experience. Even an experienced Deryni matched against a single experienced wizard has his success margin lowered considerably.

The combat situations listed above are what would occur if Deryni were limited to only those abilities listed in Mr. Pehr's article. The Deryni are a very special (and rare) breed. They should be allowed to use all of the spells listed in WIZARD. However, Deryni should *not* be allowed to learn any new spells until they obtain an IQ of 13. The reason: one IQ point should be needed for each ability or spell a Deryni might know (even though these abilities may be used regardless of IQ).



If you count all of the abilities listed in Mr. Pehr's article, you will come up with a total of twelve. The rules in WIZARD concerning magical conflict state a character may only know as many spells as he has IQ points. Since a Deryni begins the game with twelve "spells" available to him, he should not be allowed to learn any new spells until he reaches an IQ of 13. Of course, Deryni characters may only choose spells which their IQ would permit them to learn (just as wizards do).

Deryni can be very useful in the DEATH TEST labyrinth. Their ability to Restore Strength to other characters has proven itself, through play-testing, to be a distinct advantage in critical situations. Also, if you send a party of four adventurers through the DEATH TEST labyrinth and have a Deryni as one of the characters, you gain the advantage of having access to five different character abilities while still meeting the four character limit stipulated by the rules. Remember, however, Deryni are a rare breed. To simulate this, only one Deryni should be allowed to enter the DEATH TEST labyrinth in any party which goes through.

QUAZAR

:a review

by

W. G. Armintrout

Let me take you on a journey of disillusionment.

The game is QUAZAR. It comes from Excalibre Games Inc. Perhaps you have seen those advertisements for this monster-sized fiction game? Words like: "A massive alien invasion force is headed for the galaxy. Failure to stop them means termination." I liked what I read. I sent in my money.

One day, a package arrived in the mail. I opened the zip-loc bag and shook out the contents. I found----

*FOUR MAPSHEETS, each part of a big map which is 42" by 54" (that's twice as big as GODSFIRE, friends!). The printing was black and white. There were three sizes of planets; one-, three-, and seven-hex types, each surrounded by a gray-shaded ring of planetary screen. There were the Outer Galactic Meteor Fields and the Gaseous Clouds. There was even a scale near one corner for keeping track of turns, from one to forty. Looking good so far. . . .

*FOUR SETS OF COUNTERS, die-cut, marked with sillouette artwork. There were 840 of these in all. The two player sets, Human and Alien, were broken down by color into

Space and Ground units. In tiny letters, I could make out some captions: "Space Dreadnought", "Mau", "Star Rangers", "Clone". All types of special pieces! Excellent quality material! This must be some great game!

*THE RULESBOOK. Ah, surprise. Only the size of six typewritten pages, printed on heavy yellow stock, a mere 3700 words. Gosh! After all, a MicroGame is supposed to have a minimum of 4000 words. . . . .

*VARIOUS PLAY-AIDS. Some of these were obviously useful. The Alien Pod Charts, for example, lets the Alien player keep his transported infantry off the board instead of piling them beneath the Pod transport counters. There was the Systems roster, a summary of each player's forces. Each player had a combined Appearance Table and Secret Weapon Table, listing At Start forces, Replacement schedules, and detailing the secret weapons of each side. On a small piece of heavy orange stock were the two Combat Results Tables. There was a sheet which summarized some of the rulesbook material. Lastly, there was a page of fiction describing the first alien attack against the human world of Galbinus.

This game looks pretty good, I thought to myself. I settled back in my comfortable chair and switched on a reading lamp. Leisurely, I opened the rulesbook. Just what was this game about? It said right here in the first paragraph:

QUASAR-- a simulation between two or more adversaries combining individual interaction over an undifferentiated planetary galaxy using mono specialized systems and massive redeployment of those systems to engage in violent interaction with the adversaries system and thus achieve the termination of the adversary.

I pondered that for some time. Odd, the cover spells the game title Q-U-A-Z-A-R, and the rules spell it Q-U-A-S-A-R. . . As I flipped back to check the cover spelling I saw something I hadn't seen before. This was a science *fantasy* game. That's different. . .

I continued with the rules. After the first few sentences, I was mentally stocking a glossary to translate rulesbook terms into common wargamer english. It looked like this:

My mind also struggled with weird violations of common grammar. Isn't there something wrong with the sentence: "The first half of the full turn or time segment the X-Con player moves and after completing sequence the Human player then has the option of entering into motion."?

I also marveled at the leniency of these rules. After all, most wargames are written in terms of "must", "never", and "always". This rulesbook prefered to make suggestions: "Aliens should bring on at least one unit per entry arrow on turn one." Does that mean they have a choice? Then there was the threat which made no sense. The Human FORBIDDEN WORLD, a Secret Weapon, could only be destroyed by one of the Human ROBOT DESTROYERs or by the Alien DOOMSDAY DEVICE. However, the rules said this was "not advisable". Wow! How come? Does that mean it can't be done, or it *can* be done but our children will be cursed for the next seven generations, or what?

Nor were the rules particularly well organized. I suppose this is how the contradictions crept in. For instance, the rules state the Human player "may never rebuild their screen if even a single unit is also on the planet." Since the rules for rebuilding planetary screens require a human unit to be present, I suppose the "single unit" might have been intended to be "single alien unit". Then the rulesbook tells us that "the Human player must keep at least one piece on each planet to man the defensive screens", yet in the play-aid summary, where the rules for using the screen as an offensive weapon are being reviewed, it says: "Planets may always fire even if no ground units are on the planet if the screen has not been destroyed."

There are also the merely annoying problems such as the rule requiring the Human player to "garrison" every world. Does that, I wonder, mean every world must be occupied by ground units, or that every world must specifically have a Garrison Infantry type unit on it?

Eventually I began to condense some meaning from the chaos of the rules. The map, with its 39 worlds, was the Quazarian Galaxy (named for the centrally located world QUAZAR, capital of the Galaxy). The humans lived there. The invaders were the dread X-Confederation, an allicance of aliens who have been driven from their home by someone else and now they want to take this galaxy for their new home turf. Both forces have space and ground units. The X-Con's have 193 space vessels, ranging from the planetary screen-cracking Masso device to the small and puny Eaau unit (also called the Eau and the Gnat in the rulesbook, for some reason). The aliens also have transport ships called Pods to carry their 210 ground units: Alien Infantry, Cloned Infantry, Robots, Leader Councils, and Infantry Assault groups. To resist them, the Human player has 185 space vessels -- the slow but powerful Space Dreadnought, the swift Star Cruiser and Star Destroyer, and the small and puny Star Escort. The humans also have semi-stationary Space Stations, Planetary Defense Systems, Computer Defense Systems, and the Transports and Attack Transports. There are 210 ground units: Star Infantry, Garrison Infantry, Star Rangers, Heavy Infantry, Long Range Batteries, and Robot Defense Units.

Before beginning play, the Human player places *all* of his counters on the map. Every world must have ground forces and an orbitting spacecraft. All spacecraft must begin the game next to a world. On the first turn, the alien player should enter along all of seven entry arrows with all of his spacecraft, unless he chooses to keep 20 spacecraft in reserve until turn 2. The object of the game is to eliminate the opponent player, or, to capture all 39 worlds and hold them against counterattack for two turns.

Both players receive Reinforcements via use of their Replacement Factors. This is a clear advantage for the Human player. Each player receives factors for every world he controls at different times in the game. The Human collects every fourth turn; the Alien every fifth turn. Humans collect factors depending on the size of the world, while the Alien receives the same points per planet regardless of its size. These factors may be cashed in to buy new units to replace those which have been destroyed. Costs for each unit are given in factors, with the more powerful units generally costing more factors. The large exception to this is the human ground units. All ground units cost 1 factor to replace, regardless of their combat strength. Therefore, the Human can replace his Assault Units (6 combat factors) as easily as his Garrison infantry (1 factor). Since the Human player also begins the game by holding all the worlds, he will often have enough replacement factors to replace his best infantry at a minimal price.

There are some rules in this section which I could not understand the rationale behind. No more replacement factors were to be given out after the 40th turn. And the Human player had to keep 10 transports on the board, or lose half his replacements. I wish someone had seen fit to explain these rules.

Combat is split into two phases. The phases are Entering Combat, and Occurance of Combat. I never did figure out the difference between the two phases. Somewhere during the combat phase, these actions can occur: Attacker moves his ships and fires. Defender moves

RULESBOOK	WARGAMER ENGLISH
"violent interaction"	combat
"random enumerator"	die
"six-sided cube"	die
"time phase segment"	full turn
"partial time phase segment"	turn phase
S.S.P.O. (Space Systemized Probabilistic Outcome)	C.R.T. (Combat Results Table)

his ships in a defensive reaction and returns attacker fire. Unfortunately, the rules are particularly vague here and give no order for event. I assume the order is: attackers move, defenders move reactively, attackers fire, defenders return fire.

Space attacks are very straight-forward. Ships have a combat factor and a range. They may attack anything in their range. The rules do not say anything about enemy ships blocking fire (that is, can my ship shoot that Transport which is hiding behind your Dreadnought?). The attacker figures the attacker/defender combat factor ratio, checks the S.S.P.O., and rolls a die. The target is either terminated or not terminated.

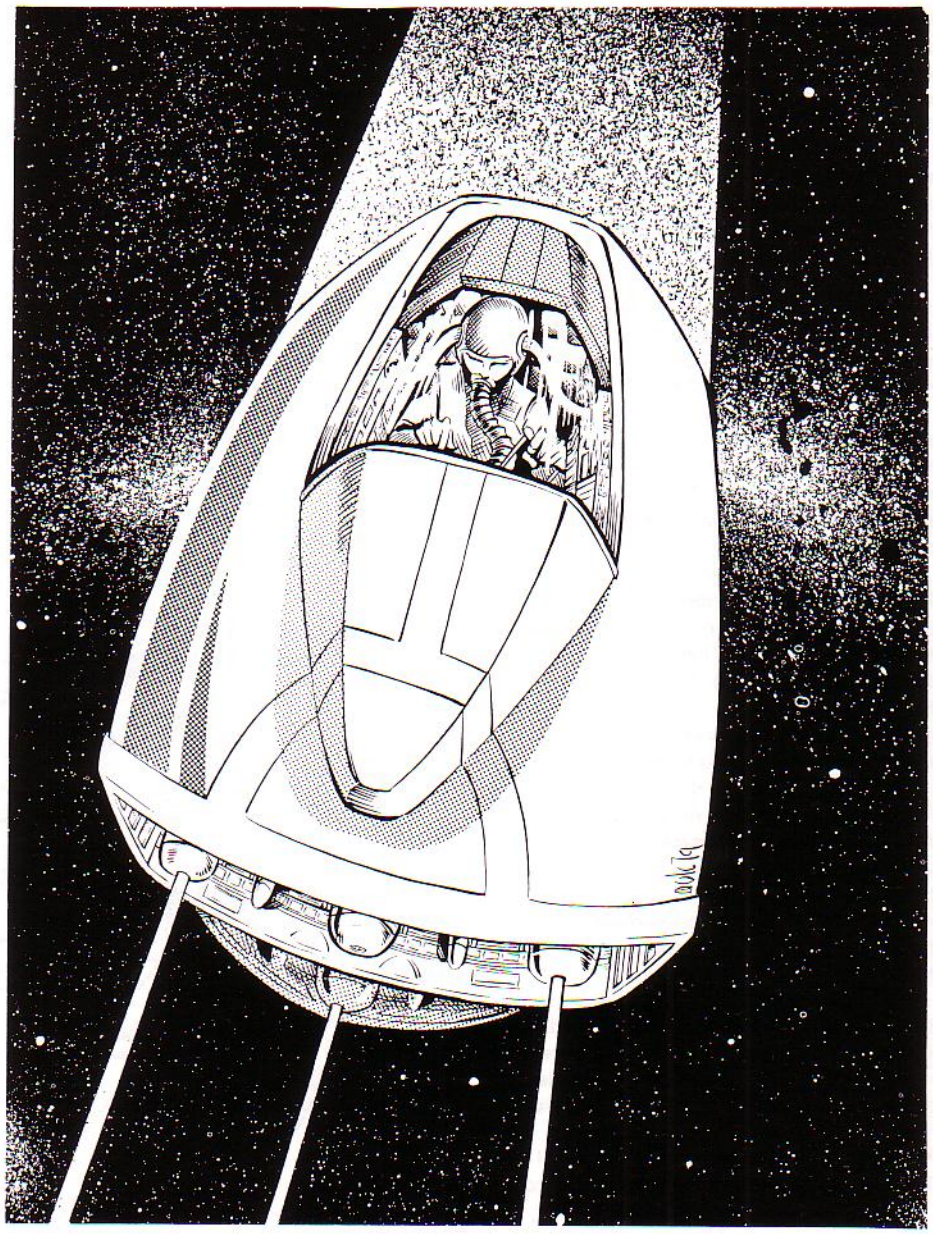
Planetary combat is also simple. Ground units have various combat factors. One attack may be made for each factor. Each attack has a one-third chance of destroying the target. This means a Garrison Infantry unit, with only one attack factor, may make one attack per turn. However, it has equal chances of destroying either an alien Clone Infantry (two combat factors) or an alien Assault Infantry (8 combat factors). Ground units may attack any units in their own hex or adjacent to that hex. The rules are not clear on yet another point: may ground units attack more than one target per turn, or must all their attacks be made against a single adversary?

The heart of QUAZAR is the Secret Weapon business. The Humans have 20 secret weapons which appear according to a schedule at certain points in the game. These include such items as 5 space warps, which attack to ships and give them triple the speed of any other ship; tracer weapons, which fire like missiles; and two ROBOT DESTROYERS (these are robots-which-destroy, not destroyers-of-robots) which can destroy a planet and anything on the planet. The Alien player has only seven secret weapons which may or may not show up in every game. They appear randomly. These include ANTI-MATTER, a device which can be attached to one ship, allowing it to self-destruct and destroy all space vessels within 3 hexes (only known way to destroy a ROBOT DESTROYER); DISEASE, a device which attaches to a ship and allows it to seed germs among a planet's defenders which progressively kill them off; and the CREATURE OF SPACE, an "ogre of mankind" which flies through space, automatically destroying all ships it comes alongside, automatically destroying all life on any small world it lands on, and defending like eight Space Dreadnoughts all rolled up into one. But again, the game is plagued with difficulties. About DISEASE, for example: can ground units be evacuated from a diseased world, or will that spread the germs? About the CREATURE OF SPACE: what happens if it chooses to land on a large planet instead of a small one? And about those TRACER WEAPONS of the Human player: why are they called Tracer weapons? What do they trace?

At last, finished with the rules, I decided to attempt to play the game. I spread the map out on my living room floor and studied it for some time. I decided to set up my pieces--I would play the Human player--before calling my friends over to play the game. Two hours later, I was still putting At Start forces on that map! This, last of all, is the worst part about QUAZAR--it is too big to ever be played. One player cannot set up his pieces in less than several hours. By turn two, there are 840 counters on the map, making turns into long nightmares of keeping track of what has been moved and what hasn't been. The rules recognize the fact that QUAZAR is a large game: "You will find it wise to use more than two players because of the massive number of specialized pieces." Amen! I figure it would take six people to play this game in any reasonable period of time. Unfortunately, the rules have no provisions for coalition games. Players have to invent their own methods of cooperation.

In conclusion, after this discouraging trip into sadness and despair, what can I say about QUAZAR? The rules are poor, incomplete, and contradictory. The game is ill-conceived, and too large for normal play. Players who want to play this wargame will need to write their own rules to replace or supplement the ones which come with the game. Buyer, beware! Shun this game! Warn thy neighbor! Let it not sucker away thy money!

QUAZAR is available from Excalibre Games Inc.; Box 29171; Brooklyn Center, Minnesota 55429. It costs $12.



Vikings in Melee

by
Ronald Pehr

The legend of Vikings, as warriors without peer, has not diminished with time. It is a legend well deserved. Vikings were the terror of Western Europe during the Middle Ages, and the rise of England as a unified feudal kingdom was in large part due to the necessity of defending against them.

Not all Scandanavians were Vikings. The term applies to those men who sailed to other lands for the express purpose of raiding. Vikings were not often pirates on the high seas; there was too little shipping at sea in those days and Viking longboats were not ideally adapted for ship to ship combat. Vikings landed on coasts, or sailed up rivers, landing their narrow, shallow ships and then swarming ashore to attack farms or villages. They would acquire such loot as they could, then sail back to their strongholds to enjoy their ill-gotten gains during the impassable northern winters.

Vikings favored loosely organized, every-man-for-himself combat. Usually they were bigger and stronger individually than their opponents. Beginning Viking figures in MELEE might be given an extra ST or two.

Typical Viking weapons were the broadsword, cutlass, small axe, javelin, and battleaxe. Most Vikings didn't wear much in the way of armor. Roll a die - on a 1, 2, or 3 they have no armor; on a 4 or 5 they have leather; on a 6 they have chainmail.

Most feared of the Vikings were the Berserkers. These were warriors who worked themselves into a frenzy before battle. They would fight with seemingly inhuman strength and speed, with no regard for their own safety. Fear engendered in their foes by the thought of facing a dread Berserker undoubtedly aided their successes and added to their reputations.

Berserkers favored the battleaxe. Only Viking figures with the requisite ST should be allowed to become Berserkers. They often wore animal skins, the fanged jaws of wolf or bear serving as a helm. This was more to increase their awesome appearance than for protection. Treat such armor as if leather, but stopping only 1 hit.

In battle frenzy, Berserker figures in MELEE ignore the –2 penalty to adjusted DX if they incur 5 hits. Their MA is +2. Berserkers *never* Disengage nor Defend. If someone they are battling is aided by others, the Berserker will ignore the others until his original opponent is dispatched. They will go into HtH combat only if their battleaxe is dropped or broken.

Berserkers have an adjusted DX of plus 1 in combat. When striking barehanded, they always do 1 die - 2 points of damage. The Berserker frenzy lasts a maximum number of turns equal to their starting ST, and ends when the fighter dies or voluntarily ends it by rolling his IQ on 3 dice. When the frenzy does end, a Berserker immediately loses 2 ST, falling unconscious if ST then becomes 1 or 0. A Berserker will attack a friend if all foes are dead.

An ideal opponent for Vikings is the Saxon warrior. They are similar to normal Vikings, rather than Berserkers, however they have twice the chance of wearing chainmail, and every Saxon will have at least 1 small axe. Saxons can use a small axe instead of a dagger in HtH combat, and add plus 2 to adjusted DX when throwing a small axe.

The VALDE

by

Ronald Pehr

An interesting character-type for MELEE or WIZARD comes from a book called PURSUIT OF THE SCREAMER, by Ansen Dibell. It takes place on an unamed Earth-type world; the Screamers themselves are descendants of colonists from another planet (possible Earth). Due to a series of occurrences, the Screamers are isolated from the remainder of the population behind death-dealing forcefields. They have lost access to the sentient computer which maintains the forcefields, and which also provides clone bodies, human or animal, into which the Screamers are instantly reincarnated when killed. PURSUIT OF THE SCREAMER is the story of a Screamer's quest to reach the computer, and of his unlikely allies, a young man and a Valde girl.

The Valde are the indigenous race. They are human, but telepathic among themselves and empathic to other life forms. Due to genetic tampering by the ancestors of the Screamers, there are far more women than men. As a result, the custom has risen of Valde maidens enlisting in troops which act as the soldiers of the various human cities. At the end of ten years, the survivors return to their homes to marry.

Being empathic, Valde have a reverence for all life. They will fight in self-defense, but try to avoid killing at all costs, using darts or arrows tipped with a powerful sleep-inducing drug. They do kill Screamers because the empathic reception of the alien thoughts and emotions of the latter are painful to the Valde. They deliberately kill other people only in duels entered into by mutual consent. It is through Valde duels that disputes between cities are settled.

The reluctance of Valde troopmaids to kill another human makes them unique combatants for MELEE/WIZARD. They will consistently avoid close combat, standing off to fire bows or throw darts. Except in formal duels, they carry no other weapons.

Darts can be held as daggers, or thrown up to 12 hexes, doing 1 die - 3 points of damage. Troopmaids throw darts as if missile-weapons, with –1 to DX against targets 3 megahexes away, and –2 to DX against targets 4 megahexes away. When used in HtH combat, darts do 1 die of damage. The sleep drug will cause the victim to lose 4 ST per turn after a hit - at least 1 point damage not having been absorbed by armor - until unconscious. The drug itself will never reduce ST below 1, but unconscious victims may be killed by other things which happen.

For purposes of most games, Valde carry an unlimited number of darts. They can throw one per turn, two if adjusted DX is 14 or higher. Further, troopmaids may move up to ½ MA *and* throw darts. Anyone else can move only 1 hex, and throws as if any other hand weapon, –1 DX per hexes to target. Since Valde normally use short or horse bows only for hunting, they gain no special advantage in combat, and use them as any other MELEE figure.

A Valde troopmaid figure should be started with ST, DX, IQ, and MA as if an Elf, giving her greater DX and MA than an average human male warrior but less ST. Valde do not wear armor. They're constantly operating empathic sense will allow certain advantages:

a) Valde always have the initiative each turn. If teamed with non-Valde, only the Valde figures gain this automatic benefit.

b) All hexes of a Valde figure are considered front hexes for purposes of attacker's adjusted DX, although the Valde only strikes into her true front hexes.

c) A target can never be hidden from a Valde. She can ignore Invisibility, Shadow or Dazzle Spells to strike at normal DX probability.

d) Valde sense Images/Illusions aren't real. Any Valde disbelieves Illusions automatically and cannot be harmed by them. A Valde can inform a non-Valde figure that an Image/Illusion is not real, but cannot confer her own automatic disbelief. The Illusion remains tangible, and dangerous, to any other figure unless specifically disbelieved.

Formal duels are fought in "dueltrance". Both participants are unaware of their surroundings; the death of the loser ends the trance. Each Valde is armed with two crescents. A handle is fixed between the points of each crescent, and the outer edge is sharpened. Crescents do 1 die plus 1 point of damage, in regular or HtH combat, and have no minimum ST requirement but non-Valde would use them at –2 DX if using one crescent and –4 DX if using two crescents.

While in dueltrance, each Valde can attack at +2 DX *and* parry each turn. Thus, each adds 2 to DX and must roll to hit on 4 dice. Wounds are ignored. A formal duel will not, by itself, be a particularly interesting MELEE contest. Therefore, players using Valde troopmaids can allow the following:

a) Valde may use the crescents outside of dueltrance. Remember their reluctance to kill; they would most likely use the crescents only against wild animals. If forced into HtH combat, one crescent is discarded; the other is used as a dagger already in hand.

b) When armed with two crescents, Valde may strike with *both* at only –2 DX, *and* the crescents are considered to stop 1 hit as if a main-gauche. Non-Valde do not get the 1 hit absorption.

c) If armed with a crescent and another weapon, the crescent is treated as a main-gauche. (This would not be a normal situation for a Valde. I am presuming players may invent new types of adventures.)

d) A Valde may go into dueltrance against a non-Valde foe. This takes one turn - treat as Disbelieving an Illusion. She will engage the foe, ignoring any other figure. She strikes once each turn, at plus 2 DX *and* automatically

can parry so that the opponent must roll on 4 dice. If forced into HtH combat; she drops one crescent, strikes at +2 (not +4), and still gets an automatic parry.

e) A Valde in dueltrance who kills her opponent will take one turn to either end the trance, or shift to another foe. If engaged by a new foe while the original one disengages, it will still take one turn to shift to the new foe.

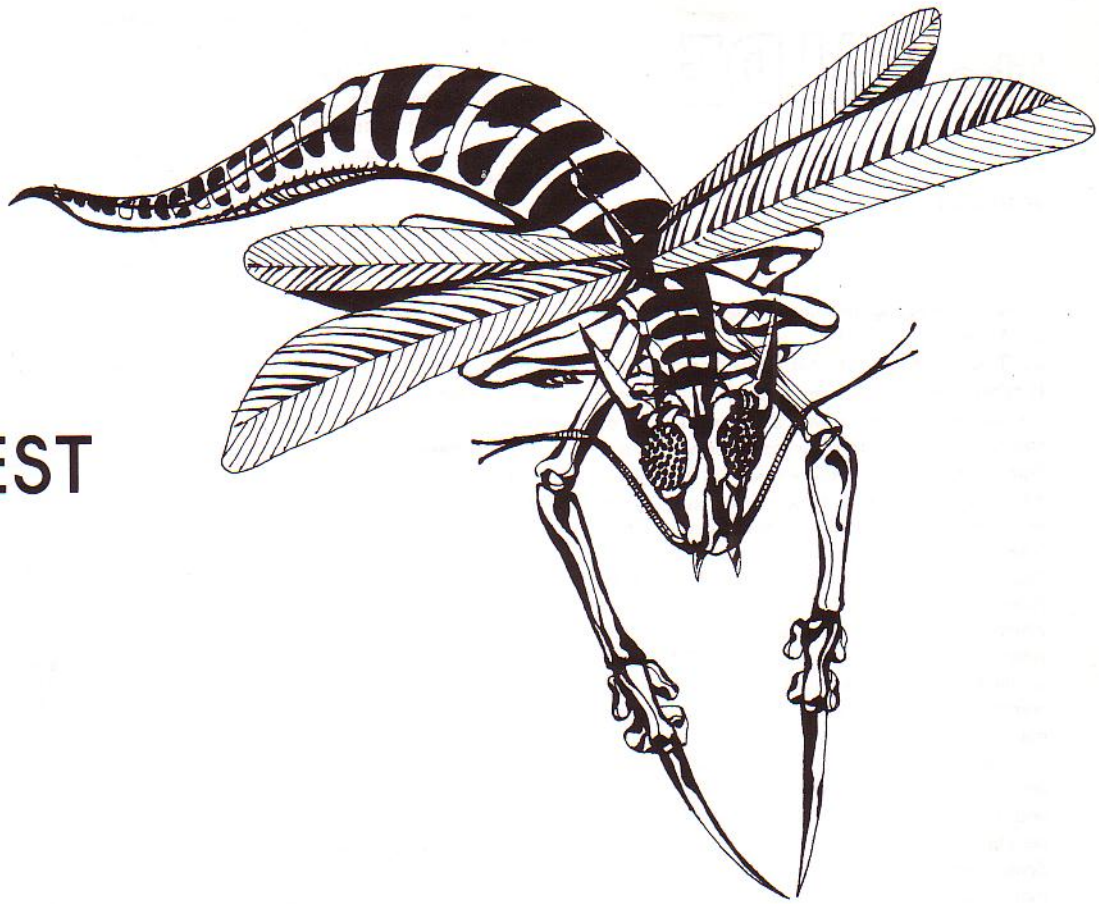
f) A Valde in dueltrance ignores wounds, and can only be knocked over by a multi-hex figure executing a pushback under WIZARD rules.

g) A Valde Wizard (well, someone is going to want to use them) cannot cast spells in dueltrance. She can cast spells while carrying crescents in both hands, and uses crescents or darts at normal Valde effectiveness. All other weapons are at the –4 DX penalty for wizards, and the adjustments for Flight, Fire, etc. apply (though, as indicated previously, not for Invisible, Blur, Shadow, or Dazzle).

h) If Valde are allowed armor, they wear it as if they were Elf figures.

NOTE: These rules are quite playable, but they make Valde *very* powerful. The sleep drug, in particular, could be weaker - maybe 2 ST per turn. Many of the other Valde special abilities are very formidable. . . GMs, use caution unless you're deliberately setting up a "superhero" universe.

Steve Jackson



THE HARVEST

by
J.S. Robison

Call it summer. There are seven seasons on this world . . . but now is the time of the Harvest. The Hive is hungry. The Hive must eat.

Dun-colored Harvesters leave the Hive and go down into the valley to reap the crops. Mottled green-brown Warriors accompany them, then spread out, disappearing into the bush. Carriers stream from the Hive entrance and join the Harvesters in the fields. Soon the first load of food is on its way back to the Hive.

Something darts out of the bush and skitters into the field. It is followed by another, and another. The nearest Harvester raises its eyes from its task. It sees the low-slung, armored, spider-like bodies of a group of Warriors, which look like the Hive's warriors, but are not. Their Mindcodes do not match those of the Harvester's Hive. They are from another hive. They are Intruders. They are the Enemy. They must be destroyed.

The Harvester gives the alarm-signal, then returns to its work. It cannot defend itself, and it may be killed . . . or it may survive. It does not matter. Only the Hive matters, for the Hive is everything; the individual nothing. The Hive is hungry, and must eat.

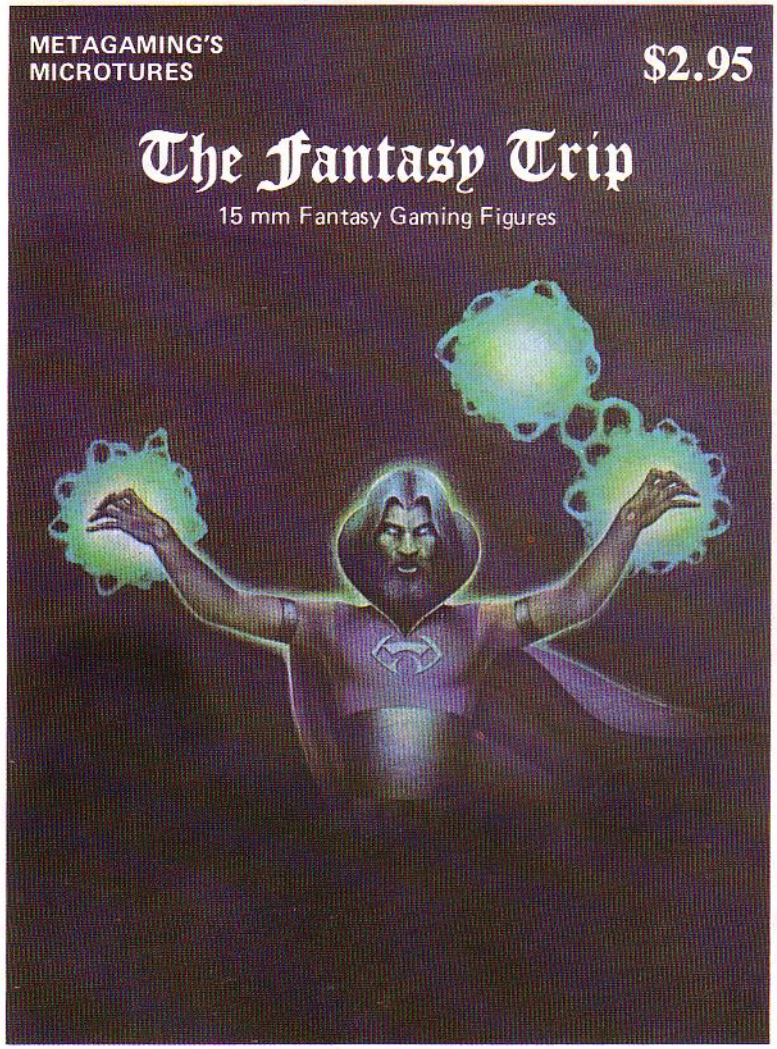
Powerful Warriors dwarf the Harvesters as they rush through the fields to stem the tide of Invaders. The two sides meet at the edge of a field. Both pause, then sprint towards one-another. As soon as they are in range, they strike. Armored limbs lash out, and Warriors rend Warriors.

Harvesters continue to toil in the fields as the battle rages about them. The edges of the conflict expand and often a Harvester is killed when it finds itself in the center of the fracas. Warrior after Warrior is sent from the Hive down to the valley and into combat. Losing a few units doesn't matter. Nothing matters except victory, and the food victory brings. No quarter is asked and none can be given. It is the Harvest-time, and the Hive is hungry. The Hive must eat.

The struggle continues. Powerful mandibles crush armor, spiny limbs break joints, gore eyes. Neither side retreats. A Warrior is a genetically programmed hero--it cannot retreat. It holds its ground, or dies doing so.

Then, suddenly as it began, the action ceases. All of the Intruders lie in the fields, dead. There are no wounded. There can be no wounded; a Warrior kills until it is killed. The remaining Warriors check the area for other Intruders, finding none, they return to their posts. There is only so much food and every hive wants as much as possible. There will be another attack, and another, and another.

Now the Harvesters change their work. The dead bodies of friend and foe alike are placed indifferently on the backs of the Carriers instead of crops. But it does not matter. Both the crops and the bodies are going to the same place. For the Hive is hungry. And the Hive must eat. . . . .



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Letters to the Editor

It appears that a controversy is developing over the question of whether or not Metagaming should do historical MicroGames. Several issues back you announced the upcoming appearance of ICE WAR, STICKS & STONES, and COUP, and hinted that more historically-oriented Micros would appear later. Since then, of course, the first two have been published (both fine games) but nothing has been heard of COUP.

Several letters have appeared in THE SPACE GAMER denouncing your plans to go ahead with non-fictional subjects, the most recent being Robert Camino's in Issue 21. I don't know what your position is on this now, but there is evidently some opposition from your readership.

I'd like to throw you a little encouragement to go ahead with the historical Micros. I have no interest in fantasy and little in science fiction, but I've bought several of your Micros and am eagerly waiting for further releases. Although your Micros don't deal with my main areas of interest, they have a tremendous amount of imagination put into them and, to me, imagination is the heart of wargaming. Your accompanying artwork is also generally very good and of course the price is so "right" that I can afford to dabble in some rather esoteric fields.

Obviously, Mr. Camino is right when he says that Metagaming can't compete with SPI, Avalon Hill, and GDW as a publisher of historical wargames. Size and budget limitations would exclude most historical topics from use as MicroGame subjects. Kursk or the Bulge reduced to corps-level scale on a Micro map just wouldn't be very interesting. Historical games would certainly be only a small sideline of the Micro line. Perhaps historical MicroGames would only be suited to hypothetical or generalized tactical themes, as in ICE WAR and STICKS & STONES.

In any case, I think there is a place for compact, inexpensive, and easily-learned games directed at the non-fantasy/SF gamer. SPI's Quads would be considerable appeal in yet smaller and handier games, and perhaps ones which deal with more offbeat topics.

In any case, I'm looking forward to developments in this area. Thank you very much for your attention.

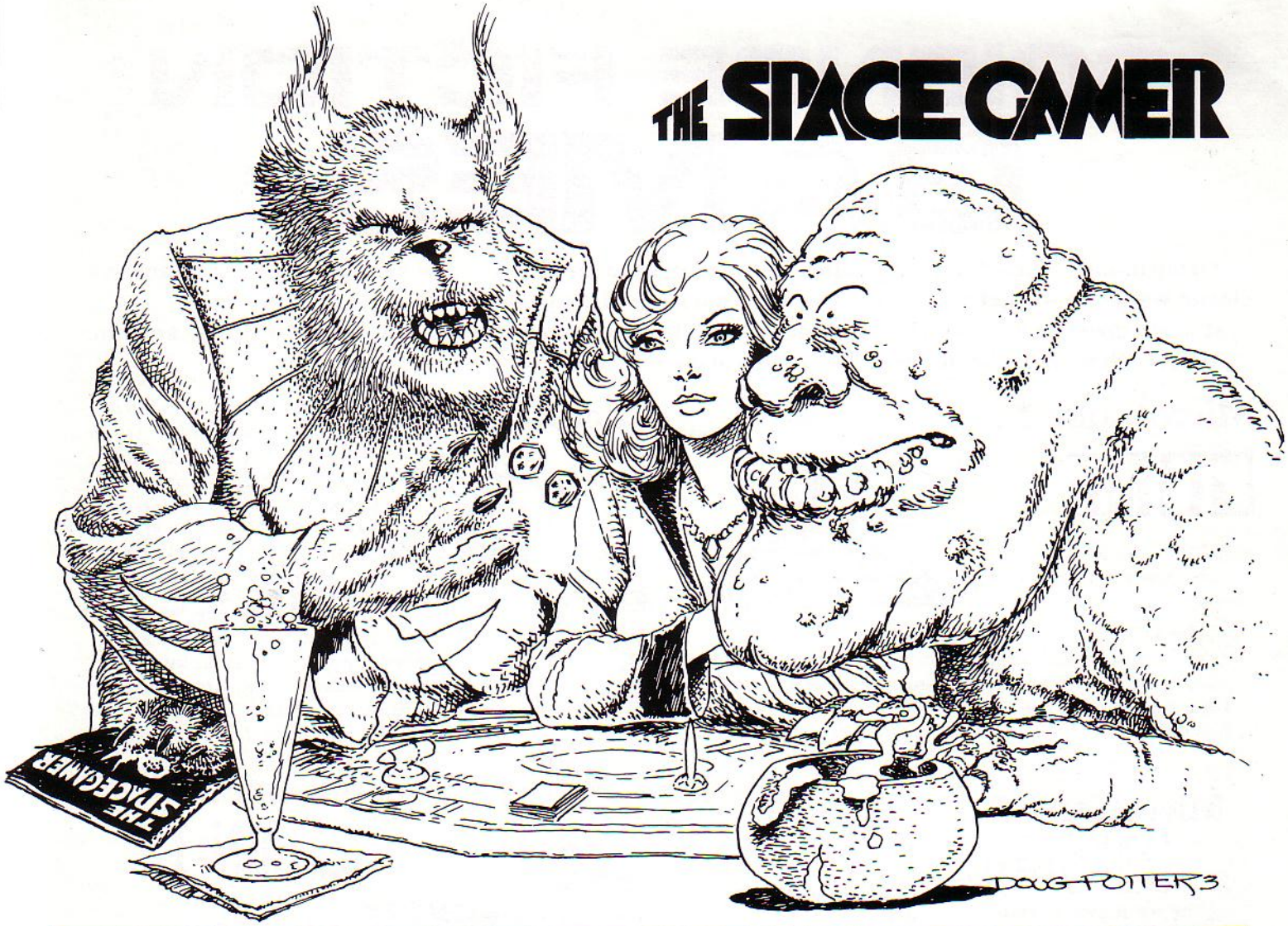
Walter Hard
Minneapolis, MN

Since I both designed LORDS OF THE MIDDLE SEA and wrote the phrase "tactical richness" (about which W.G. Armintrout chortles so often in his review), let me note that the complete phrase in the flyer was "tactical richness of play." By this, I meant to indicate the absence of contiguous battlelines, the necessity of point defense, the lack of ZOC's, the indeterminacy of the combat exchange, the reactive maneuver of supporting columns, etc.—a tactical feel to the play. I am aware that armies on a strategic map cannot be tactical.

All of the Advanced Game rules are optional except for the Purchase Rule. This optionality is mentioned at several points, but I left out the explicit statement. I apologize to W.G.A.; it was not my intention to foist the Development of Powers rules upon him.

I would like to encourage reviewers to be explicit about their likes and dislikes. We are eager for feedback, and well-written reviews are quite influential, both in revision and in creating new projects, but sometimes they pull back from decisive statement: W.G.A. would like some work done on the Supply rule, but doesn't say what; similarly, Phil Kosnett indicates sketchiness in the STOMP! rules, but doesn't specify where. I'd love to evaluate what they mean, but all I can do is guess. Spell it out, guys; designers are as dumb as anyone else.

Lynn Willis
San Francisco, CA



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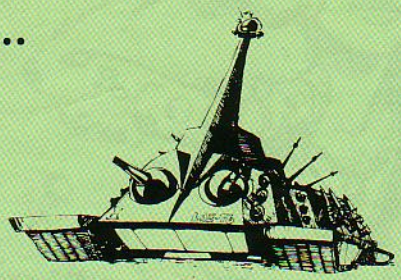
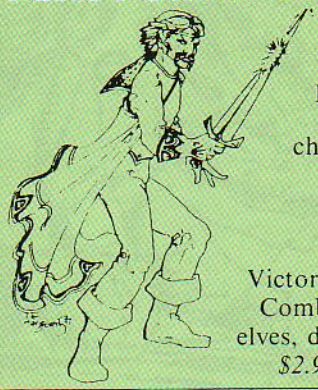
OGRE



$2.95 — $2.50 for The Space Gamer subscribers.

The OGRE is a robotic tank — 30 meters long, armed with nuclear weapons, incredibly tough, and inhumanly intelligent. This fast-moving game pits *one* Ogre against a force of "conventional" tanks, infantry and hovercraft in the year 2085. It's an even match . . .

MicroGame 3...



Man-to-man combat with archaic weapons — from **THE FANTASY TRIP.** For one, two, or several players. You create fighters, set their strength and dexterity, choose their weapons and armor,

MELEE

and send them into the arena. Victors improve their skill; losers die. Combat humans, animals, monsters, elves, dwarves, or orcs...it's up to you.

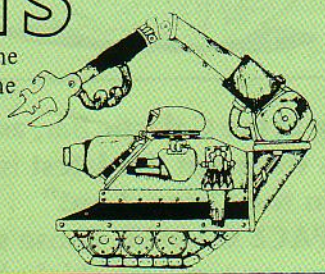
$2.95 — $2.50 to TSG subscribers.

MicroGame 5...

RIVETS

$2.95 – $2.50 for *The Space Gamer* subscribers.

The war is over. Everyone is dead. But nobody told the machines. In RIVETS, two simple-minded computers slug it out, constantly re-programming their idiot robots to kill each other.



MicroGame 2...

CHITIN:I

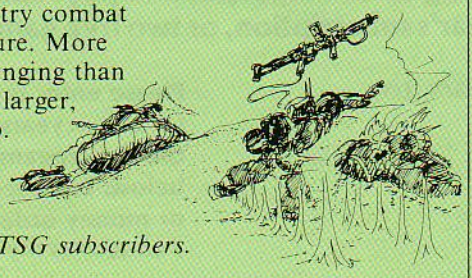
$2.95 – $2.50 for *TSG* subscribers.

The intelligent insects of the planet Chelan go to war for one reason only. Food. This detailed tactical game pits varying forces of the specially-bred Hymenopteran warrior types against one another. Victory goes to the player who removes the most food – *including enemy bodies* – from the board.

MicroGame 8...

G.E.V.

Sequel to OGRE — a game of armor and infantry combat set in the same future. More complex and challenging than OGRE — includes larger, 2-color terrain map. Fully compatible with OGRE.

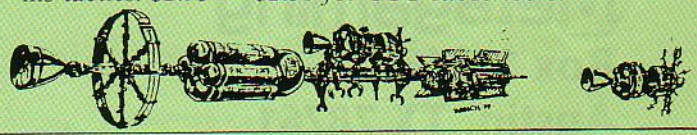


$3.95 — $3.50 for TSG subscribers.

MicroGame 4..

WARPWAR

A game of interstellar maneuver and tactical combat. Players design their own ships — each with its own offensive, defensive, and movement capabilities — and battle with a unique *diceless* combat system. To win, you must *outguess* your opponent by anticipating his tactics. *$2.95 — $2.50 for TSG subscribers.*



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